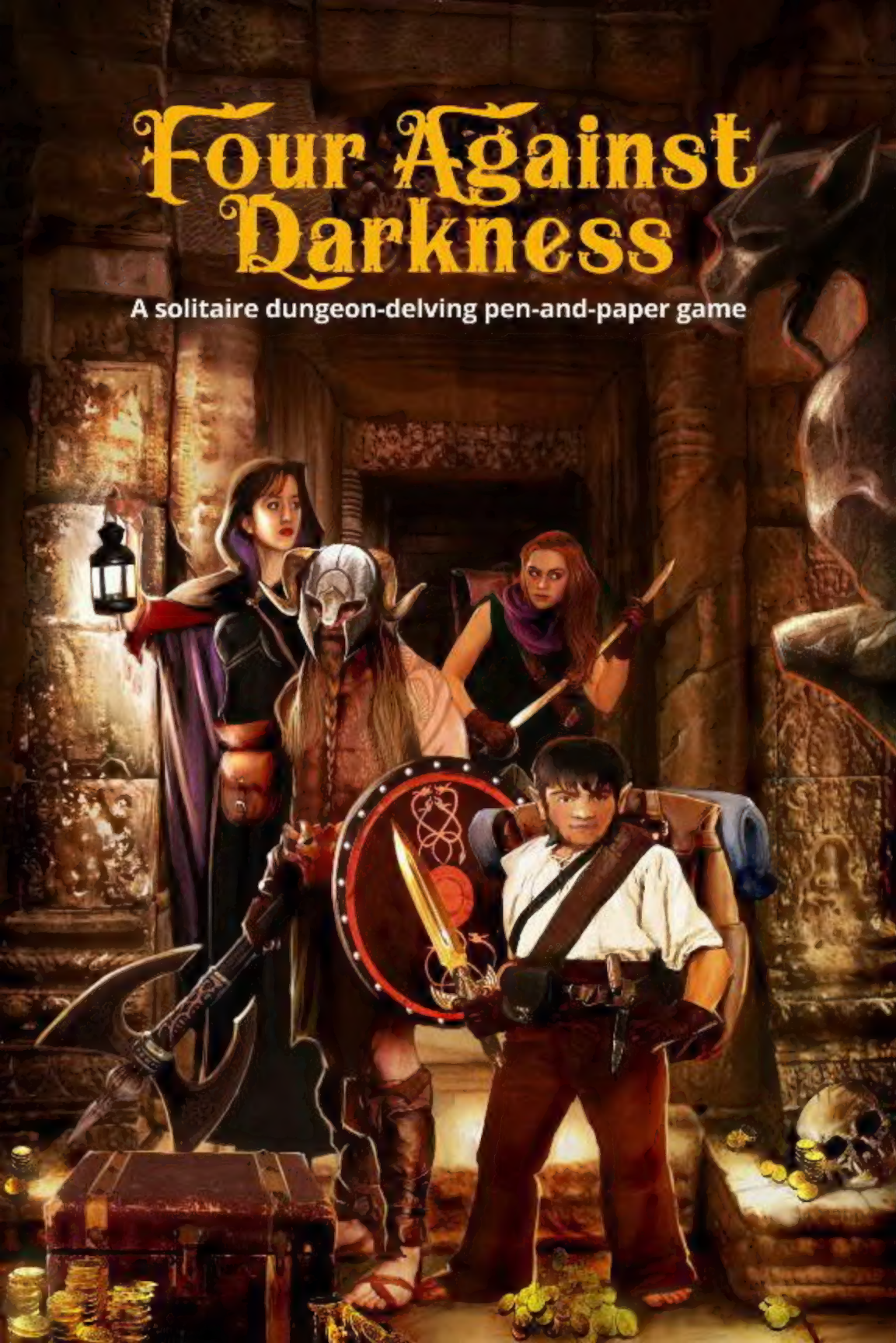
Four Against Darkness

A solitaire dungeon-delving pen-and-paper game



Four Against Darkness

A solitaire dungeon-delving pen-and-paper game

Revised rules, version 4.0

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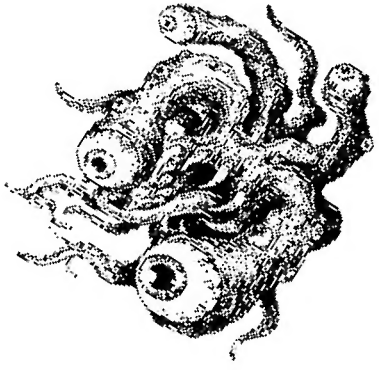


Contents

Credits 2
Contents 3
Introduction 5
Why Four? 5
Length of the Game 5
Monsters Roll No Dice 5
Dice Codes 5
Explosive Six Rule 6
Other Dice 6
The Party 7
Creating Your Party 7
Warrior 8
Cleric 9
Rogue 10
Wizard 11
Barbarian 12
Elf 13
Dwarf 14
Halfling 15
Equipment 16
Buying Equipment 16
Crushing or Slashing? 18
Selling equipment 19
How To Attack Monsters 20
Fleeing Monsters 23
Monster Reactions 23
Entrance Rooms 25
Room Generation 26
Room Contents Table (2d6) 31
Special Feature table (d6) 32
Special Events table (d6) 33
Treasure table (d6) 34
Magic Treasure table (d6) 34
Vermin table (d6) 35
Minions table (d6) 36
Boss table (d6) 37
Weird Monsters table (d6) 38
Quest table (d6) 39
Epic Rewards table (d6) 40
Moving Through The Dungeon 41
Running out of Paper? 41
No Room for a Room? 41
Retracing Your Steps 41
The Final Boss 43
Time Limits 43
Let's Get Outta Here! 43
Splitting the Party 44
Fallen Heroes 44
Characters Turned to Stone 45
Leveling Up 46
Maximum Levels 46
Increasing Life with Level 47
Experience Summary 47
Spells 49
Scrolls 49
Encounters 51
Random Spell Table (d6) 50
Marching Order 51
When Do Monsters Attack? 52
Defense Roll Modifiers 52
Who is Attacked? 53
Running Away From Combat 55
When Monsters Flee 55

When Does a Combat End? 55
Looting 56
Carrying Loot 56
Searching Rooms 56
Empty Room Search Table (d6) 56
Wandering Monsters 57
Secret Door 57
Hidden Treasure 58
Clues 58
Hidden Treasure Complication (d6) 58
Clues and Dying Characters 60
Traps 62
Traps table (d6) 62
Rogues Disarming Traps 63
Locked Doors 63
Save Versus... 64
Things to Remember 65
The RPG-Lite Option 67
Frequently Asked Questions 69
Shorthand Symbols for Room Content 75
Play Sheet 81
Monsters Killed 82
Quick Reference Sheet 84
Room Contents Table (2d6) 85
Special Feature table (d6) 85
Traps table (d6) 85
Special Events table (d6) 86
Treasure table (d6) 86
Magic Treasure table (d6) 86
Vermin table (d6) 87
Minions table (d6) 87
Random Spell Table (d6) 87
Hidden Treasure Complication (d6) 87
Boss table (d6) 88
Weird Monsters table (d6) 88
Quest table (d6) 89
Hatred Summary Table 90

Introduction

This is an old-school dungeon-bashing game that can be played with minimum space and equipment. You'll need pencil, two dice, and graph paper. You can also play on a dry-erase whiteboard, or even use any dungeon tiles already in your possession. You can play it solo, or play cooperatively sharing the characters with friends. You control a party of four heroes who adventure into a dungeon generated by dice rolls. If you have miniatures, you may use them to mark their marching order, but this is not essential. The game can also be played with two players each running a party of dungeon explorers and taking turns to generate one room each, as their parties advance through different paths. In this case, roll a die to determine which party goes first every turn.

Why Four?

A party of four characters is the optimum to have enough variety of abilities. Four characters are not too difficult to control for a single player, and allow for the occasional non-player character joining the party. If you play cooperatively, the game can work with larger numbers, with some modifications. Try running three adventurers per player, doubling the number of all monsters and treasure found, and increasing the difficulty of all non-monster dangers (traps, saving rolls, etc.) by 1.

Length of the Game

Your first game will take a bit longer than an hour. After you familiarize yourself with the mechanics, a typical solo game lasts about 45 minutes. Cooperative games last longer due to the discussions among participants.

Monsters Roll No Dice

All the rolls in the game are performed by characters. The power and danger level of a monster is indicated by a number, that is the monster's "level". When the characters attack, they perform attack rolls and compare them with the monsters' level to determine if the monsters are killed. When it is the monsters' turn to attack, your characters perform defense rolls versus the monsters' level, taking wounds if they fail.

Dice Codes

The game uses regular six-sided dice, annotated as d6. We use the following dice codes:

D6: roll a die.

D6 +1: roll a die and add 1 to the result.

2d6: roll two dice and add them.

2d6 +1: roll two dice, add them together, and add 1 to the total.

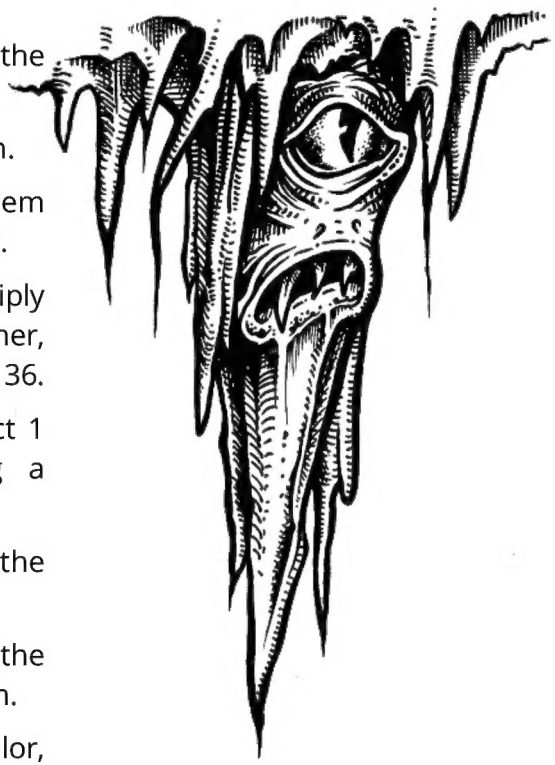
D6 x d6: roll two dice and multiply the result of one die by the other, generating a number from 1 to 36.

D6-1: roll one die and subtract 1 from the result, generating a number from 0 to 5.

D6 + L : roll a die and add the character's level.

D6 + ½ L : roll a die and add half the character's level, rounded down.

D66: roll two dice of different color, reading the first as "tens" and the second as "units", generating a number from 11 to 66.



Explosive Six Rule

Whenever you roll a 6 performing any character action, immediately roll another d6 and add the result to the total. This is cumulative: if you roll another 6, roll again and add it to the total. With enough luck, you could roll ANY number. In combat, this will let you kill multiple minions with a lucky blow. In other situations, it will let a character save against a threat higher than 6.

Other Dice

Four Against Darkness uses only six-sided dice. However, future expansions of the game will use larger polyhedral dice (d8, d10, d12 and d20) to represent the characters' rising from humble beginners to legendary heroes, up to god-like status. For the moment, do not worry about that. All you need is a pair of six-siders.

The Party

You have a party of four adventurers. Each belongs to one of the following classes: **warrior, cleric, rogue, wizard, barbarian, dwarf, halfling**, or **elf**. Each class has special abilities and weaknesses that will become evident during the game. For example, wizards are weak in combat but is good at casting spells and at solving puzzles. Elves and halflings are more agile than other characters. Warriors and barbarians can withstand more punishment. Barbarians are the toughest, but they cannot wear the best armor and may not use any magic items due to their superstitious fear of magic. A good party generally has a mixture of classes.

Your characters can be of any gender, but for brevity we use masculine pronouns in the rulebook.

Print out a copy of the Party Sheet at the end of the book to keep track of your characters' wounds, possessions, gold, and level. These numbers will change throughout the game, so use a pencil.

A character is described by his name, level, and character type. For example: *Bruggo, level 2 rogue.* Each character has an Attack value (describing how powerful he is in combat), a Defense Value (describing how well protected he is, or how skilled he is in parrying or dodging), and a Life value (the number of wounds that the character can take before dying). The profile sheet has spaces for the character's special skills (such as a wizard's spells), treasure, and equipment.

Creating Your Party

At the beginning of the game, your four heroes are just starting out their adventuring career. They are all level 1. Each belongs to one of the classes described below. Traits are the rules that differentiate a class from another: skills, equipment that the character can use, and limitations. Each class also has some basic equipment and a few coins.

Warrior

Traits: A warrior always adds his level to his Attack rolls.

Armor allowed: Shield, light armor, heavy armor.

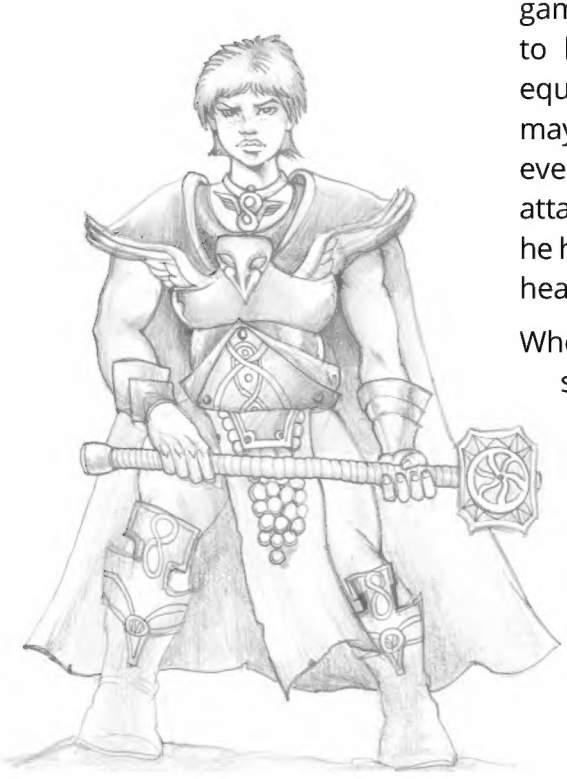
Weapons allowed: Any.

Starting equipment: A warrior begins the game with light armor, shield and a hand weapon. He may trade in his shield and hand weapon for a two-handed weapon or a bow if he wants.

Starting wealth: 2d6 gold pieces.

Life: 6 + level. A 1st level warrior has 7 life.

Cleric



Traits: A cleric adds half of his level (rounded down) to his Attack rolls. A cleric adds his full level when he attacks undead creatures. For example, a 4th level cleric attacks at +2 or +4 vs. undead.

Armor allowed: Light armor, heavy armor, shield.

Weapons allowed: Hand weapon, two-handed weapon, sling.

Spells: A cleric may cast the Blessing spell up to three times per adventure. A cleric may use the Healing power three times per game. This power allows the cleric to heal a number of life points equal to d6 plus his level. The cleric may use healing at any moment, even during a fight, but he may not attack on the same turn In which he heals someone. A cleric may use healing on himself or on a friend.

When clerics cast spells from scrolls, they add their level only if the spell being cast is Blessing. In all other cases, the spell from the scroll is cast as if the clerics were level 1.

Starting equipment: Light armor, shield, hand weapon. The cleric may trade in his shield and hand weapon for a two-handed weapon. Clerics usually prefer crushing weapons because the chances of meeting skeletons and skeletal rats in dungeons are pretty high.

Starting wealth: d6 gold pieces.

Life: 4 + level. A 1st level cleric has 5 life.

Rogue

Traits: A rogue adds his level on rolls to disarm traps and to his Defense rolls. A rogue adds his level to his Attack rolls only when attacking an outnumbered minion, i.e. if the party is more numerous than a group of minions.

> *Example: a party of four including a rogue attacks four orcs. The cleric kills an orc, so now the adventurers outnumber the orcs 4 to 3. When the rogue's turn to attack comes, the rogue adds his level to his Attack roll. This represents the rogue slipping past an enemy and stabbing him in the back.*

Armor allowed: Light armor.

Weapons allowed: Light weapon, sling.

Starting equipment: Rope, lock picks, light armor, and a light hand weapon.

Starting wealth: 3d6 gold pieces.

Life: 3 + level. A 1st level rogue has 4 life.

Wizard

Traits: A wizard adds his level **only** when attacking with spells, including spells cast from scrolls, or on rolls to solve puzzles or riddles.

Armor allowed: None.

Weapons allowed: Light weapon, sling.

Spells: A wizard begins the game with two spells, plus one spell per level, so a first level wizard has 3 spells. The wizard must decide which spells he has prepared before starting the adventure. He may prepare multiple copies of the same spell, or any combination of the six spells allowed in the game. A wizard may find additional spells in adventures, and add them to the repertoire of spells that he can prepare. Spells acquired when leveling up may be used immediately.

Starting equipment: Light hand weapon, spell-book, writing implements.

Starting wealth: 4d6 gold pieces.

Life: 2 + level. A 1st level wizard has 3 life.

Barbarian

Traits: A barbarian adds his level to his Attack rolls. A barbarian may not use magic items, scrolls, or potions. He may grudgingly accept the healing from a cleric, since that's technically not magic but divine favor, and may use holy water.

Once per game, a barbarian may perform a rage attack. During a rage attack, roll the Attack die three times, and choose the best result. If the rage attack hits a boss monster, it inflicts two wounds. Barbarians cannot read and therefore cannot use scrolls or gain any benefit from a book or other written material.

Armor allowed: Shield, light armor.

Weapons allowed: Any.

Starting equipment: Light armor, shield, and a hand weapon. You may trade in his shield and hand weapon for a two-handed weapon or for a bow.

Starting wealth: d6 gold pieces.

Life: 7 + level.

A first level barbarian has 8 life.

Elf

Traits: An elf adds his level to Attack rolls, except when using two-handed weapons. An elf has +1 to his Attack or spell roll when fighting orcs, including orclings and orc brutes and any other monster with the word "orc" in its name.

The elf adds + L to spell-casting rolls, like a wizard, including to spells cast from a scroll.

Armor allowed: Shield, light armor, heavy armor.

Weapons allowed: Any.

Spells: An elf may cast a single spell per level per adventure, but only if he is wearing light armor and NOT using a shield. An Elf may carry a shield strapped to his back and waste one attack to ready the shield. A 2nd level elf may prepare two spells, and a third level elf may prepare three spells. Elves may find additional spells in adventures, and add them to the repertoire of spells that they can prepare. Spells added when leveling up may be used immediately.

Starting equipment: light armor, hand weapon, bow.

Starting wealth: 2d6 gold pieces.

Life: 4 + level. A 1st level elf has 5 life.

Dwarf

Traits: A dwarf adds his level to Attack rolls, except when using ranged weapons like bows or slings. Dwarves have +1 to their Defense rolls against trolls, ogres, and giants, and +1 to their Attack rolls against goblins.

Dwarves can smell gold and jewels. When you meet a monster, if you have a dwarf in the party, roll a die and add the dwarf's level. If the total is 6 or better, you may determine the monster's treasure BEFORE deciding to attack the monster.

Dwarves are extremely attached to their gold: a party with 2 or more dwarves may not bribe monsters!

When you find treasure that can be split (such as coins), you must always assign at least one coin to every dwarf in the party, if possible.

Dwarves are natural goldsmith and gem experts. When you sell a gem or jewelry item, if you have a dwarf in the party, you are paid 20% more for the gem (round fractions down).

Armor allowed: Shield, light armor, heavy armor.

Weapons allowed: Any.

Starting equipment: light armor, shield, hand weapon, OR heavy armor and two-handed weapon.

Starting wealth: 3d6 gold pieces.

Life: 5 + level. A 1st level dwarf has 6 life.

Halfling

Traits: Halflings add their level to their Defense rolls against giants, trolls, and ogres.

Halflings have a number of Luck points equal to their level +1. A halfling may spend a Luck point to to run away from a combat without receiving an attack (see running away from combats in the Encounters section), or to reroll one of the following rolls: an Attack roll, a Defense roll, a Search roll, or a roll on the Treasure or Magical Treasure tables. You may not reroll a reroll, and the result of a reroll stands, even if it worse than the original roll. All Luck points spent are recovered at the end of the adventure. If a halfling gains or loses a level during an adventure, he also gains or loses a Luck point.

Armor allowed: Light armor.

Weapons allowed: Light hand weapons, slings.

Starting equipment: Lots of snacks, sling, light hand weapon.

Starting wealth: 2d6 gold pieces.

Life: 3 + level. A 1st level halfling has 4 life.

Equipment

Money may be used to bribe monsters, to pay the services of healers and alchemists, to buy weapons and other equipment, or even to resurrect a dead friend.

Buying Equipment

Equipment may be bought before the game, or between games. Here is a list of items a character can buy, and their price in gold pieces (gp):

Bandage	5 gp
Blessing spell	100 gp
Bow	15 gp
Hand weapon	6 gp
Heavy armor	30 gp
Holy water vial	30 gp
Lantern	4 gp
Light armor	10 gp
Light hand weapon	5 gp
Potion of healing	100 gp
Resurrection ritual	1000 gp
Rope	4 gp
Shield	5 gp
Sling	4 gp
Two-handed weapon	15 gp

You may move gold pieces between characters at any time during the game, but not during a combat. After all, they are friends. They may decide to pool their resources to make sure that the group's best fighter buys the best weapon they can afford, or a blessing spell so that a colleague turned to stone by a medusa gets back into action.

Bandages: Each character can apply bandages once per adventure, healing one lost life. The effect of bandages is cumulative with magical healing from potions or spells. Bandages may not be applied during combat.

Blessing spell: The characters pay the local church to cast a Blessing spell, to remove a game condition such as a curse or being turned to stone from a party member.

Bow: This lets a character perform a single attack before the monsters can act EVEN when the monsters act before the party. Then the bow may no longer be used as the monsters and the characters are assumed to be in close combat. The bow user will need to spend a turn to put away the bow and draw another weapon.

Arrows are considered slashing weapons.

You may assume that a character carries all arrows that he will need, and that his quiver gets replenished between games. If you do not mind the additional book-keeping, you may keep track of how many arrows the character uses. The character begins the game with a quiver of 12 arrows. All the arrows used in the game are lost or damaged. A character can buy more arrows, at the cost of 6 gp per dozen. The maximum a character can carry is 48 arrows.

Hand Weapon: This is a standard weapon like a sword, axe, or mace. Choose whether you want a crushing or a slashing weapon.

Heavy Armor: A suit of heavy armor adds +2 to the wearer's Defense rolls. Certain attacks from monsters will ignore this bonus. Heavy armor makes the wearer slow, so in certain cases, the character will have a negative modifier on his Save rolls. Heavy armor is designed to fit one wearer, so you may not reassign it to another character if the original wearer dies.

Holy Water Vial: Holy water is purified water created by high-level clerics through a lengthy procedure of chanting and purification in a silver basin. A vial of holy water, if thrown as an attack against a creature susceptible to it (vampires, demons), automatically inflicts 1 wound upon the creature. The church restricts the use of holy water, so a party may buy a maximum of one vial per character.

Lantern: A party must have at least one lantern, and assign it to a character. That character must use one hand to carry the lantern and may not use a bow, a shield, or a two-handed weapon. If the lantern-bearer is killed, another character must pick the lantern up at the end of the current combat. You may also decide to carry more than one lantern, just in case.

Light armor: Light armor adds +1 to the wearer's Defense rolls. Certain attacks from monsters ignore this bonus. When the original wearer dies, you may reassign light armor to another wearer of the same species (a dwarf's light armor will fit another dwarf but not an elf, halfling, or human).

Light hand weapon: A light weapon gives the user a -1 on Attack rolls. Choose whether your

weapon deals crushing or slashing damage.

Potion of healing: Drinking the content of this vial, even in the middle of an encounter, will restore a character's Life to its initial level. No character may drink more than one potion of healing per adventure.

Resurrection spell: This is bought between games to have a chance to resurrect a dead party member.

Rope: This may be necessary to tie up a defeated monster.

Shield: This gives a +1 to the user's Defense rolls. This bonus does not apply when the character is fleeing from a combat or when he is surprised by wandering monsters. Certain attacks from monsters will ignore the shield bonus.

Sling: This weapon works like a bow, but at -1. Bullets from a sling are treated as crushing weapons.

Two-handed weapon: This weapon requires two hands to be used (so the user cannot carry a shield or a lantern) but gives +1 to the wielder's Attack rolls. Choose whether your two-handed weapon deals crushing or slashing damage.

Crushing or Slashing?

When you pick a weapon, choose whether it deals crushing or slashing damage.

Crushing weapons are blunt trauma weapons that are better against fragile enemies, like skeletons, that break under the blows. Examples:

- Crushing light hand weapons: Club, staff, cudgel, shillelagh, jo stick, nunchaku, walking stick, wizard's staff.
- Crushing hand weapons: Metal rod, mace, hammer.
- Crushing two handed weapons: Maul, war-hammer, huge war-club, quarterstaff.
- Crushing missile weapons: Throwing stick, sling.

Slashing weapons are bladed or pointed weapons that inflict damage by cutting and puncturing. They may be envenomed. Examples:

- Slashing light hand weapons: Dagger, knife, short sword.
- Slashing hand weapons: Sword, axe, rapier, sabre, spear.
- Slashing two handed weapons: Pike, long spear, two handed

sword, halberd, naginata, glaive.

- Slashing missile weapons: Bow, crossbow, javelins.

Some monsters are hit at +1 by the right weapon type, and at -1 by the wrong weapon type.

You may carry more than one weapon. During combat, you must spend a turn to exchange weapons. Note your "default" weapon on your profile. That's the weapon you'll be wielding when wandering monsters sneak on you or when you enter a room.

Selling equipment

If you sell equipment, you get half its cost in gp, rounded down.

Magic equipment may be sold but not bought. Potions and enchanted rings may be sold for 50 gp. Wands, scrolls, and staves may be sold for 100 gp per every spell they contain. Other magic equipment will net you d6 x d6 gp. Magic equipment described in adventures or supplements will have its own gp cost.

How To Attack Monsters

You will encounter monsters and have to fight them. Each monster has a level, a measure of how dangerous it is. The level is the number you must roll to wound the monster or to affect him with a spell. Defending from a monster requires rolling OVER that number.

Example: A goblin is level 3, so you need to roll a 3 or better to wound him or affect him with a spell. You need a 4 or better to parry his blows.

An attack on a monster is performed with a d6 roll. Warriors, elves, dwarves, and barbarians add their level to the roll. For example, a 3rd level barbarian will roll d6+3. Clerics add half their level, rounded down. For example, a 3rd level cleric will roll d6+1. Clerics add their full level when attacking undead. Wizards add their level only if casting a spell. Rogues add their level only when attacking an outnumbered minion.

The attack roll is modified by weapon type. A two-handed weapon adds +1, and a light weapon subtracts 1. Some weapons have bonuses against specific monsters, e.g. crushing weapons hit skeletons at +1.

Example: Your 5th level cleric attacks a skeleton, using a two-handed mace. You roll d6, +5 for being 5th level (clerics add their full level when attacking undead), +1 for using a two-handed weapon, +1 for using a crushing weapon against a skeleton, for a total of +7.

Example 2: Your 4th level warrior attacks using a sword. You roll d6+4 (the character's level).

Example 3: Your wizard attacks with a dagger (light weapon). You roll d6 -1 (for a light weapon). No level bonus is added: a 5th level wizard fights like a 1st level wizard.

The Monsters

Monsters are of two types: **Minions** (creatures from the minions and the vermin tables) and **Bosses** (creatures from the weird monsters and boss tables).

Minions are encountered in large numbers. They are classed as minions or vermin. The only difference is that vermin do not give any XP points when you defeat

them (they are annoying, and can still be dangerous in large numbers). Minions have 1 life each. Every successful attack kills one or more of them. **When an attack goes multiple times over the monster's level, the attack delivers more than one wound**. This means that more than one minion will be killed by that attack.

For example, if you roll a total of 8 against a group of level 3 minions, you kill 2 minions: the first 3 points in the attack kill one level 3 minion, the second 3 points kill another level 3 minion, and the remaining 2 points are wasted since they are not enough to kill another minion.

When a group of minions loses more than half its initial number, the remaining minions must make a morale roll. Roll d6 for the whole group. If you roll 3 or less, the remaining monsters flee. If you roll 4 or better, the monsters continue to fight. You perform one morale roll per encounter, unless the monster's profile says otherwise. Cowardly or courageous monsters may have a +1 or -1 modifier to their morale roll. Some monsters never roll morale. This is indicated in their profile. Monsters who "fight to the death" (see monster reactions, below) do not test morale.

Bosses are tougher than minions. They have multiple life points, like characters. Some perform more than one attack per turn. Every successful hit on a Boss depletes one of their life points. When an attack goes multiple times over the boss monster's level, the attack delivers more than one wound.

For example, if you roll a total of 9 against a level 4 boss, you will inflict two points of damage. The first 4 points in the attack inflict a wound, the second 4 points inflict another wound, and the remaining point is wasted because it is not enough to inflict another wound.

When a boss loses more than half of his life points, its level drops by one, and it must make a morale roll. Roll a die, and if the result is 3 or less, the boss flees. If the roll is 4 or better, the boss continues to fight to the bitter end. When his life points reach zero, the boss is dead, and his body and room can be looted for treasure.

Important: the boss' level drops IMMEDIATELY as soon as you reduce his life total to less than half. For example, a

level 6 boss with 5 life points becomes a level 5 creature when you inflict a total of 3 points of damage. This means that it becomes easier to hit the monster and to avoid its attacks.

Fleeing Monsters

Monsters that flee disappear from the game. You may not chase them. You still gain their treasure.

Monster Reactions

In general, your party has the option to act before the monsters. When you encounter monsters, you may:

1) Attack them right away, or

2) Let the monsters act first and see what they do.

Every monster has a reactions table under its description. Roll d6 on the table to determine what the monster will do. For minions, make a single roll for the whole group. The following results are possible:

Offer food and rest: The monster offers food, rest, and tending of wounds. You may heal one wound per character.

Peaceful: The monster will not attack. You may move through the room as desired but the monster will not help you in any way. You may not take its treasure.

Flee: The monster turns tail and flees. The monster disappears from the game. You may NOT loot his body.

Flee if Outnumbered: The monsters flee only if there are fewer monsters than party members. Otherwise, the monsters fight.

Bribe: The monsters ask for a bribe (a fixed or random amount of gold pieces, as shown on its Reaction description). If you pay the bribe, the monsters will leave you alone. If you do not or cannot pay, they fight.

Fight: The monsters fight. The monsters go first in the combat round. Monsters may be required to test morale when reduced under 50% of their initial number/life points, unless their profile or the adventure states that they never check morale.

Fight to the Death: The monster will fight to the death, asking for no quarter and giving none. Monsters who fight to the death do not test morale.

Puzzle: The monster will ask the party to solve a puzzle or answer a riddle. The Puzzle has a level. If you roll its level or better on d6, the

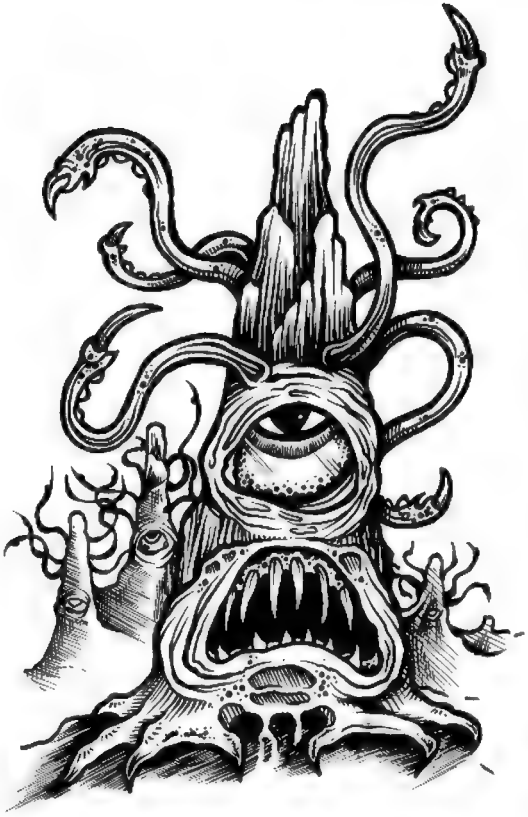
Puzzle is solved and the monster lets you go. Wizards add their level to the roll. If the Puzzle is not solved, the monster attacks the party, going first. You get *only one chance* to solve a Puzzle.

Quest: The monster asks you to perform a quest. You may accept or refuse the quest. If you accept, roll on the Quest table to determine your mission. If complete the quest, as soon as you come back to the room where you encountered the monster, roll on the Epic Rewards table to determine your reward. If you refuse the quest, the monster leaves.

Magic Challenge: If your party has at least one wizard, or a magic item allowing you cast a spell, the monster will challenge your spell-caster to a magic duel. The other characters may not intervene. Roll d6 for the wizard, adding his level, and if the result equals or surpasses the monster's level, the wizard wins: the monster walks away and you may take its treasure. If the wizard loses, he loses a level (a wizard may be demoted to level 0, losing the ability to cast spells until he performs an XP roll and goes back to level 1). A 0 level wizard succeeds on an xp roll on a 2 or better (a roll of 1 is still a failure).

If you cannot or do not want to accept the magic challenge, or if your wizard loses the challenge, the monster will fight. Monsters losing a magic challenge count as defeated and count for purposes of XP rolls.

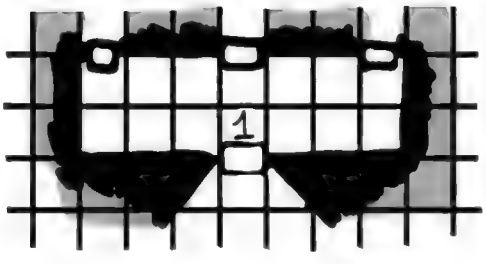
Special: Monsters in published adventures and supplements may have other reactions.

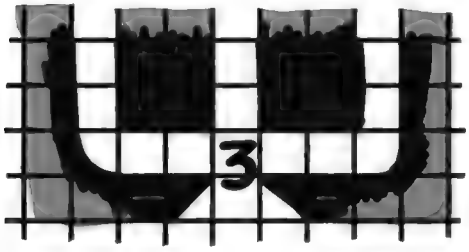


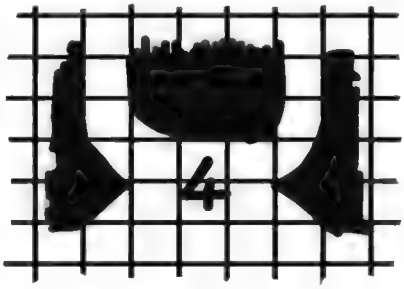
Entrance Rooms

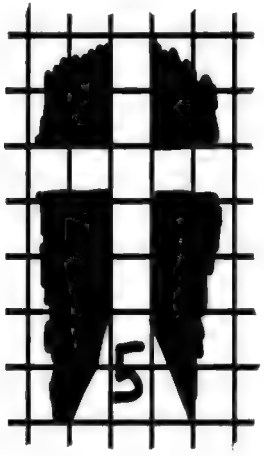
Roll d6 to determine which is the entrance to your dungeon. Draw it at the center of the lower edge of your sheet. Then choose a door and roll d66 on the following five pages to generate a room.

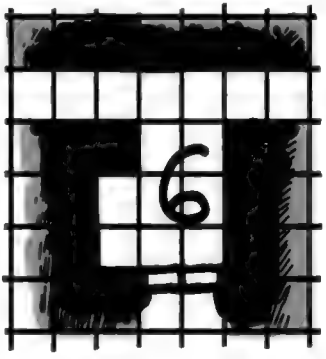
Any room that is only one square wide is a corridor. Any room that is 2 or more squares wide is a room. This has an effect in the game (corridors are more likely to be empty; being in a corridor affects who can fight).

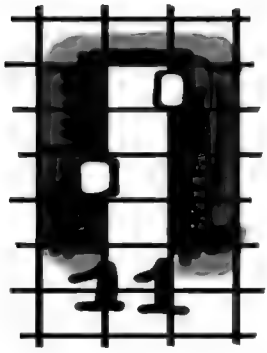








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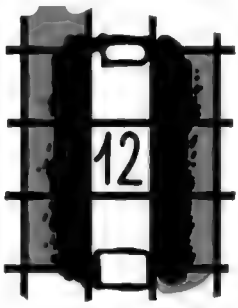
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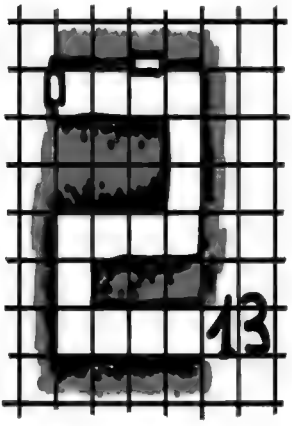
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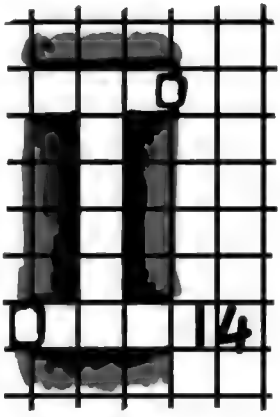
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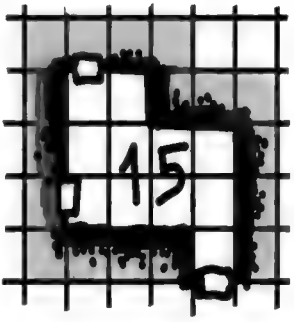
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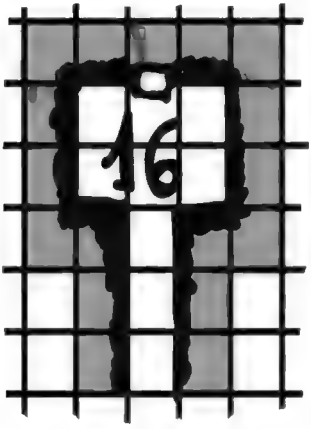
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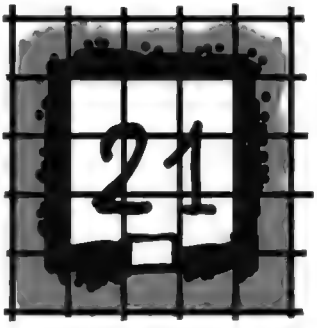
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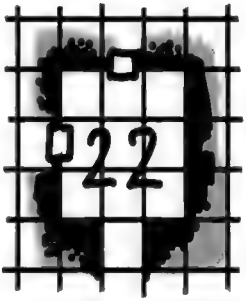
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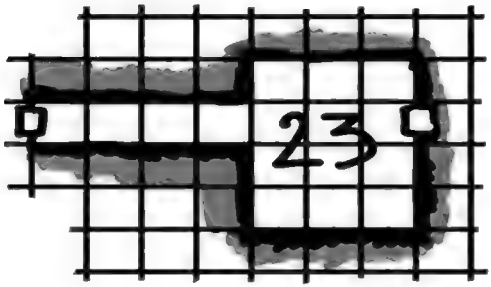
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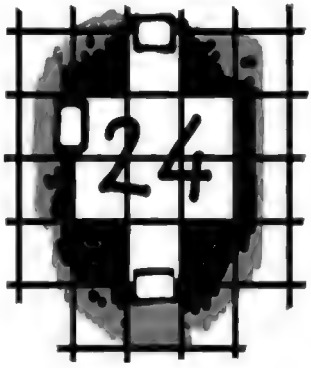
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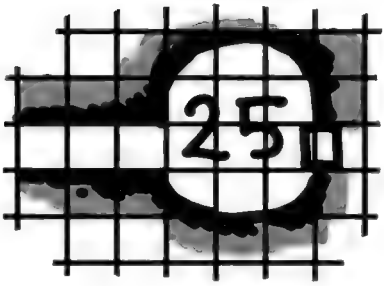
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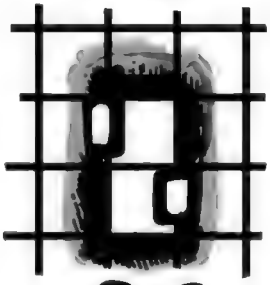
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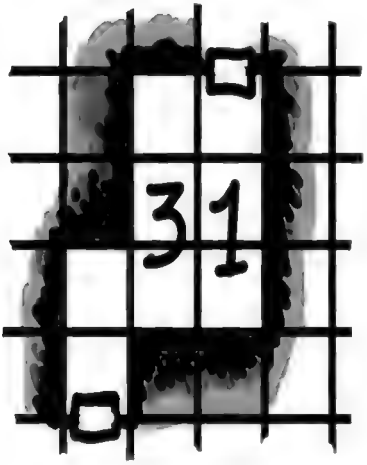
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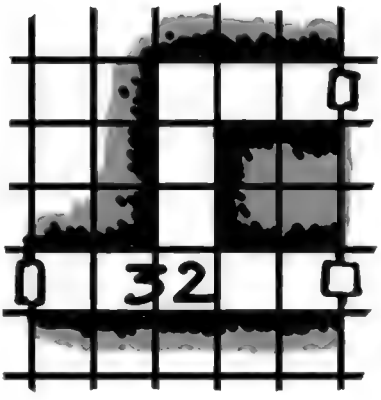
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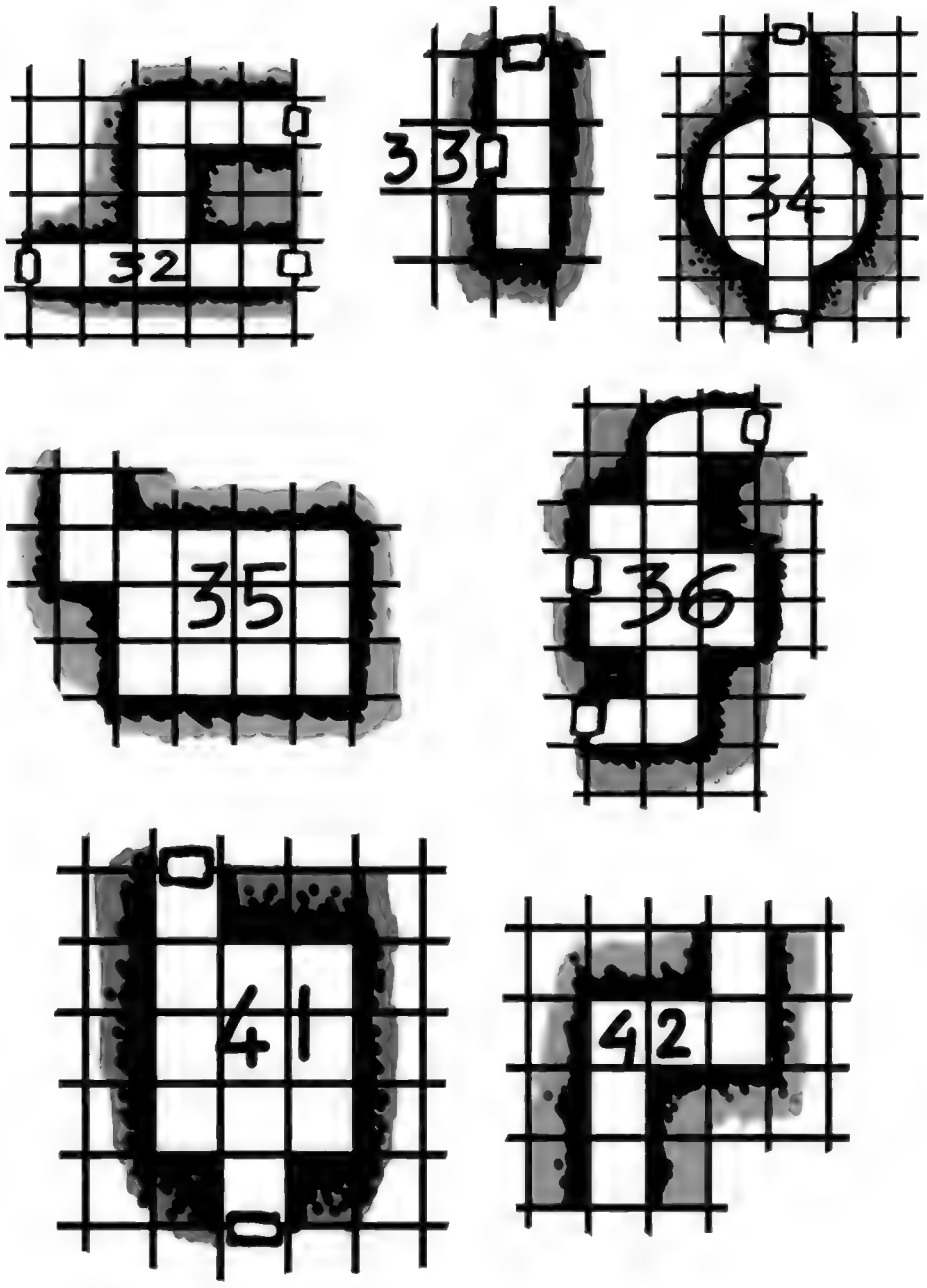
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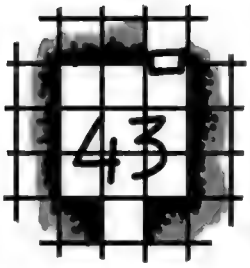
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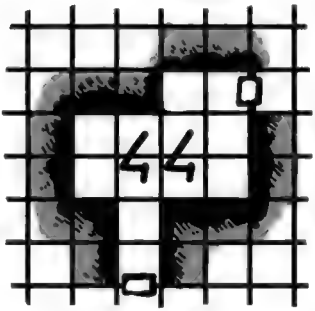
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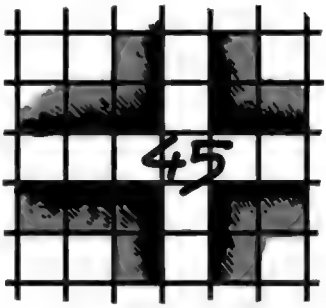
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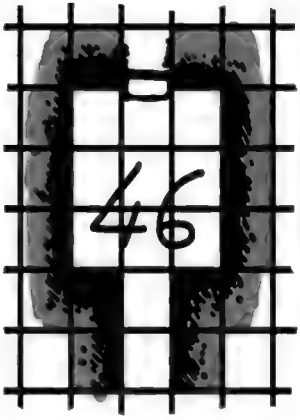
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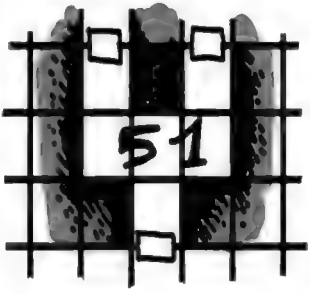
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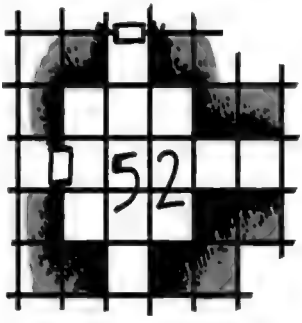
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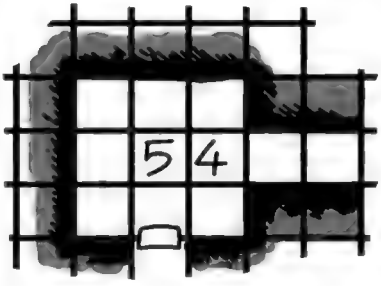
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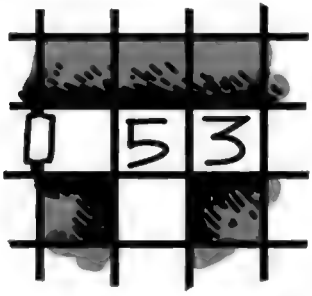
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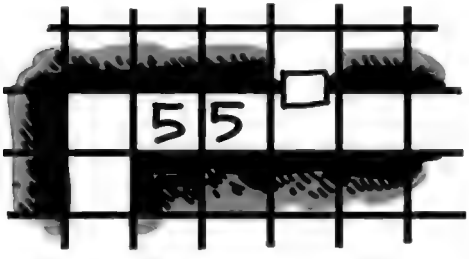
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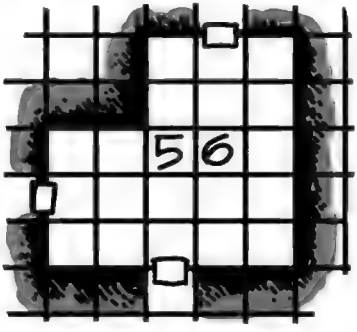
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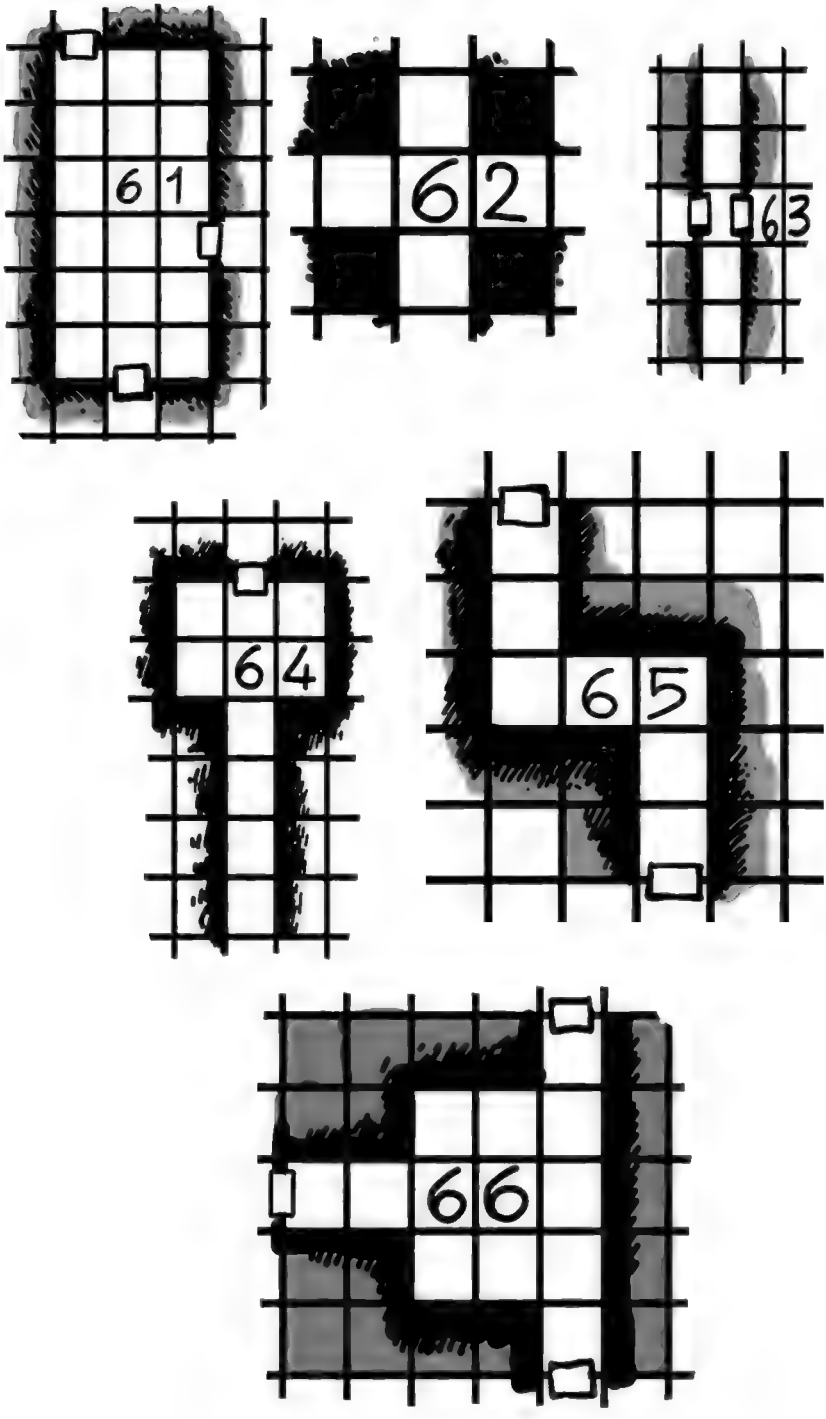
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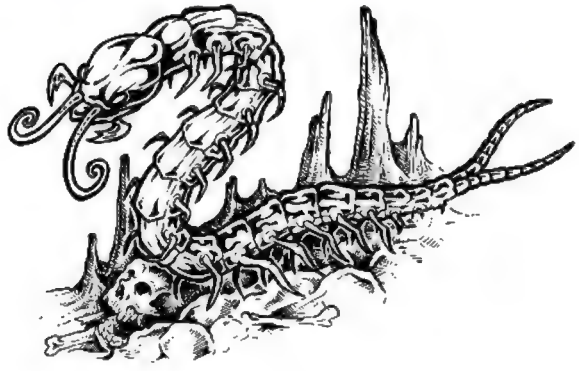
Room Contents Table (2d6)	
2	**Treasure found.** Roll on the Treasure table.
3	**Treasure protected by a trap**. Roll on the Traps table and on the Treasure table.
4	If corridor, empty. Otherwise, roll on the **Special Events** table.
5	Empty. Roll on the **Special Feature** table.
6	Roll on the **Vermin** table.
7	Roll on the **Minions** table
8	If corridor, empty. Otherwise, roll on the **Minions** table.
9	Empty.
10	If corridor, empty. Otherwise, roll on **Weird Monsters** table.
11	Roll on the **Boss** table. Then roll d6. Add +1 for every boss or weird monster that you have encountered so far in the game. if your total is 6+, or if the dungeon layout is complete, this is the final boss.
12	Empty if corridor. Otherwise, the room is a **small dragon's lair** (see the Boss table for dragon rules). The small dragon counts as a boss and may be the final boss.

When a room or corridor is empty, maybe it just appears so... You may search an empty room to determine whether there is something hidden. You might get lucky and find hidden treasures, or even clues to the darkest secrets of the dungeon. However, searching is a dangerous activity. The characters slow down, remove their helmets to see better, sheathe their weapons to inspect things, and their constant tapping on walls and floors may attract unwanted attention.

Special Feature table (d6)	
1	**Fountain**: All wounded characters recover 1 Life the first time they encounter a fountain in an adventure. Further fountains have no effect.
2	**Blessed Temple**: A character of your choice gains a +1 on Attack against undead monsters or demons. As soon as the character kills one undead or demon, the bonus disappears.
3	**Armory**: All characters can change their weapons if they want, within the limits of the weapons allowed to their character type. For example, a Warrior who was using a sword and shield may discard his shield and take a two-handed weapon, or exchange his sword for a mace.
4	**Cursed Altar**: As you enter the room, an eerie glow emanates from a sinister altar. A random character is cursed and has now -1 on his Defense rolls. To break the curse, the character must either slay a boss monster alone, or enter a Blessed Temple (see 2, above), or have a Blessing spell cast on himself by a cleric.
5	**Statue**: you may leave the statue alone or touch it. If you touch it, roll d6. On a 1–3, the statue awakens and attacks your party (level 4 boss with 6 life points, immune to all spells; if you defeat it, you find 3d6 x 10 gold pieces inside). On a 4-6, the statue breaks, and you find 3d6 x 10 gold pieces inside.
6	**Puzzle Room**: the room contains a puzzle box. Its level is d6. You may leave it alone or try to solve it. For every failed attempt, the character trying to solve it loses 1 life. Wizards and rogues add their level to their puzzle-solving roll. If the puzzle is solved, the box opens: make a Treasure roll to determine its contents.



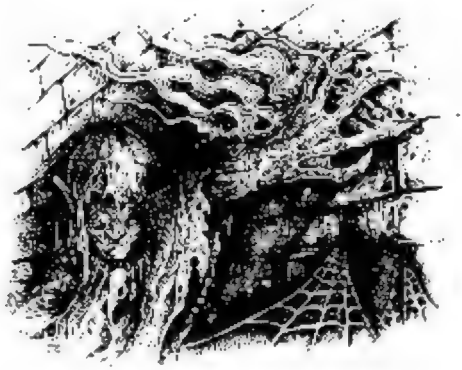
Special Events table (d6)	
1	**A ghost** passes through the party. All characters must save versus level 4 fear or lose 1 life. A cleric adds his level to this roll.
2	**Wandering monsters** attack the party. Roll d6: 1-3 roll on the vermin table, 4 roll on the minions table, 5 roll on the weird monsters table, 6 roll on the boss table. Reroll any small dragons. A boss monster met as a wandering monster has no chance of being the final boss.
3	**A lady in white** appears and asks the party to complete a quest. If you accept, roll on the Quest table. If you refuse, she disappears. Ignore any further appearances of the Lady in White in the game.
4	**Trap!** Roll on the traps table.
5	You meet a **wandering healer**. He will heal your party at the cost of 10 gold pieces per life healed. You may heal as many life points as you can afford. You can meet the healer only once per game. If you meet him again, reroll this result.
6	You meet a **wandering alchemist**. He will sell you up to one potion of healing per party member (50 gold pieces each) or a single dose of blade poison (30 gold pieces). The potion of healing will heal all lost life points to a single character, and can be swallowed at any moment during the game as a free action. The blade poison lets you envenom a single arrow or slashing weapon (not a crushing weapon). That weapon will have a +1 on Attack against the first enemy you fight. Poison will not work on undead monsters, demons, blobs, automatons, or living statues. You can meet a wandering alchemist only once per game. If you meet him again, treat this result as a trap and roll on the Traps Table.

Treasure table (d6)	
0 or less	No treasure found
1	d6 gold pieces
2	2d6 gold pieces
3	A scroll with a random spell
4	One gem worth 2d6 x 5 gold pieces
5	One item of jewelry worth 3d6 x 10 gold pieces
6+	One random magic item from the Magic Treasure table below.

Magic Treasure table (d6)	
1	**Wand of Sleep.** User may cast Sleep spell 3 times before its energy is depleted. Only wizards and elves may use it. Add the user's level to determine the spell roll, as you would do for a Sleep spell cast by that character.
2	**Ring of Teleportation.** Allows user to automatically pass a Defense roll by moving that character out of the room. That character may not take part in the current combat, but rejoins the party as soon as the combat is over. After one use, the ring loses its powers and becomes a simple golden ring worth 1d6+1 gold pieces.
3	**Fools' Gold**. These magical (but fake) gold pieces will let the user automatically bribe the next monster that asks for a bribe. No matter what the monster asks, the gold will appear enough to satisfy his greed. This is a one-use magic item.
4	**Magic Weapon**. Gives +1 to its user's Attack rolls. This is a permanent magic item. Roll d6 to determine its type: 1 crushing light hand weapon, 2 slashing light hand weapon, 3 crushing hand weapon, 4-5 slashing hand weapon, 6 bow.
5	**Potion of Healing.** Can be swallowed at any moment, healing all lost life to a single character. Drinking it does not require an action. This is a one-use magic item, usable by all classes except barbarians.
6	**Fireball Staff.** Allows its user to cast Fireball spell twice, then its powers are depleted. Only wizards may use it. Add the user's level to determine the spell roll, as you would do for a Fireball spell cast by that character.

	Vermin table (d6)
1	**3d6 rats** Level 1, no treasure. Any character wounded has a 1 in 6 chance of losing 1 additional life due to an infected wound. Reactions (d6): 1–3 flee, 4–6 fight
2	**3d6 vampire bats**, level 1, no treasure. Spells are cast at -1 due to their distracting shrieking. Despite the Vampire moniker, these are NOT Undead creatures. Reactions (d6): 1–3 flee, 4–6 fight
3	**2d6 goblin swarmlings**, level 3, treasure -1, morale -1. Dwarves attack them at +1. Reactions (d6): 1 flee, 2-3 flee if outnumbered, 4 bribe (5 gp x goblin), 5–6 fight.
4	**D6 giant centipedes**, level 3, no treasure. Any character wounded by a giant centipede must save versus level 2 poison or lose 1 additional life. Reactions (d6): 1 flee, 2-3 flee if outnumbered, 4-6 fight.
5	**D6 vampire frogs**, level 4, treasure -1. Despite the Vampire moniker, these are not Undead creatures. Reactions (d6): 1 flee, 2-4 fight, 5-6 fight to the death
6	**2d6 skeletal rats**, level 3 undead, no treasure. Crushing weapon attacks are at +1 against skeletal rats, but they cannot be attacked by bows and slings. Clerics add +L when attacking them because they are undead. Reactions (d6): 1-2 flee, 3-6 fight

Vermin are a sub-class of minions. Defeating them gives no XP roll. You do not have to keep track of any Vermin killed.



Minions table (d6)	
1	**D6+2 skeletons or d6 zombies (50% chance of each).** Level 3 undead. No treasure. Crushing weapons attack Skeletons at +1. Arrows are at -1 against both skeletons and zombies. Skeletons and zombies never test morale. Reactions: Always fight to the death.
2	**d6+3 goblins**. Level 3, treasure -1. Goblins have a 1 in 6 chance of gaining surprise, thus acting before the party. If they do act before the party, roll on their reactions table below. Dwarves attack goblins at +1. Reactions (d6): 1 flee if outnumbered, 2-3 bribe (5 gp per goblin), 4–6 fight.
3	**d6 hobgoblins**. Level 4, Treasure +1. Reactions (d6): 1 flee if outnumbered, 2–3 bribe (10 gp per hobgoblin), 4–5 fight, 6 fight to the death.
4	**D6+1 orcs**. Level 4, Treasure: normal. Orcs are afraid of magic and must test morale each time one or more is killed by a spell. If a spell caused their number to drop below 50%, they will test morale at -1. They never have magic items in their treasure: treat any rolled magic as d6 x d6 gold pieces instead. Elves attack and cast spells against orcs at +1. Reactions (d6): 1-2 bribe (10 gp per orc), 3–5 fight, 6 fight to the death.
5	**d3 trolls**. Level 5, Treasure: normal. Trolls regenerate, unless killed by a spell, or unless a character uses one attack to chop an already killed troll to bits. If this does not happen, roll a die for every killed troll on its next turn. On a 5 or 6, the troll will come back to life and continue to fight. Halflings add +L to their Defense roll against trolls. Reactions (d6): 1–2 fight, 3–6 fight to the death. If a dwarf is present in the party, trolls will automatically fight to the death.
6	**2d6 Fungi Folk.** Level 3, Treasure: normal. Any character taking damage from the fungi folk must save versus level 3 poison or lose 1 life. Halflings add their level on this save. Reactions (d6): 1-2 ask for bribe (d6 gp per fungus), 3–6 fight.

Keep a tally of your encounters with minions. Surviving 10 encounters gives you one XP roll.

Boss table (d6)	
1	**Mummy**. Level 5 undead, 4 life points, 2 attacks, treasure +2. Any character killed by a mummy becomes another mummy and must be fought by the party. Mummies are attacked at +2 by the Fireball spell. Mummies never test morale. Reactions: always fight.
2	**Orc Brute**. Level 5, 5 life points, 2 attacks, treasure +1 but may not have any magic items, treat as 2d6 x d6 gold pieces instead. Reactions (d6): 1 bribe (50 gp), 2–5 fight, 6 fight to the death.
3	**Ogre**. Level 5, 6 life points, normal treasure. Each hit from an ogre inflicts 2 life points of damage. Reactions (d6): 1 bribe (30 gp), 2–3 fight, 4–6 fight to the death.
4	**Medusa**. Level 4, 4 life points, treasure +1. All characters at the beginning of the battle must save versus a level 4 gaze attack or be turned to stone. Petrified characters are out of the game until a Blessing spell is cast on them. Rogues add half their level to this save. Reactions (d6): 1 bribe (6d6 gp), 2 quest, 3–5 fight, 6 fight to the death.
5	**Chaos Lord**. Level 6, 4 life, 3 attacks, 2 treasure rolls at +1. Before the fight begins, roll d6 to determine if the Chaos Lord has any special powers: 1–3 no powers, 4 evil eye (characters must roll 4+ or be at -1 on all defense rolls until the chaos lord is slain), 5 energy drain (any character taking a wound from the chaos lord must roll 4+ or lose 1 level), 6 hellfire blast (before combat, all characters must roll 6+ or lose 2 life points; Clerics add ½ level to this roll). When you kill a chaos lord, roll a die; on a 5 or 6 a character of your choice finds a clue (see p.58). Reactions (d6): 1 flee if outnumbered, 2 fight, 3–6 fight to the death.
6	**Small Dragon**. Level 6, 5 life points, 2 attacks, 3 treasure rolls at +1. On each turn of the dragon, roll d6 to determine what it does. On a 1 or 2 the dragon breathes fire, inflicting 1 life to all characters who fail to save versus level 6 dragon breath (each character adds ½ level, rounded down). On a 3 to 6, the Dragon does not breathe and bites 2 random characters instead. Small dragons are never met as random monsters. Reactions (d6): 1 Sleeping (all characters can attack at +2 on their first attack), 2–3 bribe (all the gold of the party, with a minimum of 100 gold or one magic item), 4–5 fight, 6 quest.

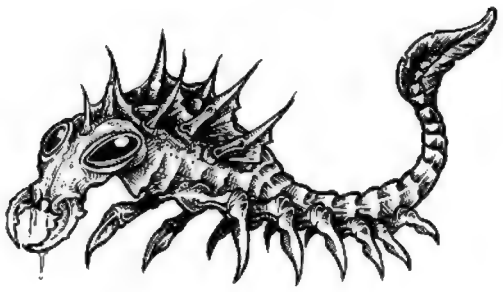
Defeating a boss gives one XP roll.

Weird Monsters table (d6)	
1	**Minotaur**. Level 5, 4 life points, 2 attacks, normal treasure. Due to the power of his bull-rush charge, the first Defense roll against a minotaur is at -1. Minotaurs *love* to eat halflings. Halflings may not use Luck in an encounter with a Minotaur. Reactions (d6): 1-2 bribe (60 gp), 3–4 fight, 6 fight to the death.
2	**Iron Eater**. Level 3, 4 life, 3 attacks, no treasure. Defense rolls against the iron eater do not enjoy bonus from heavy armor (shield and light armor count). If the monster hits, the character takes no damage but loses his armor, shield, main weapon, or 3d6 gp, in this order. Reactions (d6): 1 flee, 2-3 bribe (d6 gp to distract the creature; you may not use fools' gold for this bribe), 4-6 fight.
3	**Chimera**. Level 5, 6 life points, 3 attacks, normal treasure. On every of the chimera's turns, roll d6. On a 1 or 2 the chimera breathes fire instead of performing multiple attacks. All characters must save versus level 4 fire or lose 1 life. Reactions (d6): 1 bribe (50 gp), 2–6 fight.
4	**Catoblepas**. Level 4, 4 life points, treasure +1. All characters at the beginning of the battle must save versus a level 4 gaze attack or lose 1 life. Reactions (d6): 1 flee, 2-6 fight
5	**Giant Spider**. Level 5, 3 life, 2 attacks, 2 treasure rolls. Characters taking a wound must save versus level 3 poison or lose an additional life. Due to the spider's webbing, the party may not withdraw from this fight unless they cast a Fireball spell to burn the webs. Reactions: always fight.
6	**Invisible Gremlins**. A band of invisible gremlins steal d6+3 objects from the party. You must surrender objects from any of your characters in this order of preference: magic items, scrolls, potions, weapons, gems, coins (in bundles of 10 gp each). If the gremlins steal ALL of your equipment, they will leave a thank you message that counts as a clue. The gremlins have no combat stats because it is impossible to fight them. Encountering them gives no XP roll.

Weird monsters are equivalent to bosses. Defeating a weird monster gives one XP roll, with the exception of Invisible Gremlins.

Quest table (d6)	
1	**Bring me his head!** The creature asks the party to kill a boss monster. Roll on the boss table to determine who. The next time the party meets a boss in a room, instead of rolling it up, you may use the boss from the quest. Killing the boss and bringing its head to the creature's room completes the quest.
2	**Bring me Gold!** To complete the quest, the party must bring d6 x 50 worth of treasure to this room. If they already have that amount available, the amount required to complete the quest is doubled.
3	**I want him alive!** As 1, above, but the party must subdue the boss, tie him up with a rope, and take him to the creature's room to complete the quest. To subdue a monster, you must either use the Sleep spell or fight with -1 on all Attack rolls (striking with the flat of the blade or trying to knock out the boss instead of killing him).
4	**Bring me that!** Roll on the magic items table to determine what the object is. Every time the party kills a boss, there is a 1 in 6 chance that he will have that object in addition to his treasure, if any. To complete the quest, the party must bring the object in the room where the quest started.
5	**Let peace be your way!** To complete the quest, the party must complete at least three encounters in the adventure in a non violent way. This includes reactions such as bribing, getting help from monsters, performing another quest (not this one!), or defeating a monster with the Sleep spell and then tying him up with a rope.
6	**Slay all the monsters!** To complete the quest, all the dungeon rooms must be laid out and all the occupants slain, with the exception of the creature who sent the party on this quest. As soon as these conditions are met, the party can claim their reward.

When a quest is completed, roll on the Epic Rewards table.



Epic Rewards table (d6)	
1	**The Book of Skalitos.** The party is given the spell book that belonged to the legendary wizard Skalitos. This counts as one scroll of each of the six spells. You may tear up the pages and distribute the six spells among the party to use as scrolls, or leave the book as it is and assign it to only one character. The book is old and fragile, and it is destroyed if the character carrying it is killed by dragon breath. If unused, the book may be sold for 650 gold pieces at the end of the adventure.
2	**The Gold of Kerrak Dar.** The party is given the location of the treasure that belonged to a dwarf. As soon as the party searches a room and generates at least one clue, they may use that clue to find a hidden chest containing 500 gold pieces.
3	**Enchanted weapon.** One of the party's weapons is enchanted and can now roll two dice for its Attack rolls, choosing the best result. The weapon can also hit monsters who are hit only by magic. The enchantment lasts until the end of the adventure.
4	**Shield of Warning**. One of the party's shields is now enchanted and counts as protection even if the user is surprised by wandering monsters or if the party is fleeing from a combat. If the party has no shields, they will be given one. The shield of warning is permanent, and will last throughout a campaign. It can be sold for 200 gold pieces.
5	**Arrow of slaying**. The party is given an arrow that will automatically inflict 3 wounds upon a monster. Roll on the Boss table to determine which monster is affected by the arrow. The arrow may be used only by a character with a bow. It strikes automatically against its designed monster target. Once used, the arrow breaks. If unused, an arrow of slaying may be sold for 3d6 x 15 gold pieces.
6	**Holy symbol of healing**. The party is given a holy symbol that may be used only by a cleric. The cleric will make all healing rolls at +2 until he dies. When the cleric dies, the holy symbol can be bought to the cleric's church. If the symbol and the body of the slain cleric are delivered to the church, an attempt to resurrect that cleric will be paid by the church. If unused, the holy symbol can be sold for 700 gold pieces.

Each epic reward can happen only once per campaign. Mark the reward when it is rolled. If it is rolled again, reroll until a different reward is selected.

Moving Through The Dungeon

The game does not use any formal way to mark the passage of time. The characters simply move from room to room. If in a scenario it is important to calculate the passage of time (for example, because there is a game effect that will happen after a certain time), assume that each generated room or corridor equals 10 minutes of the characters' time. This may seem a lot but includes bandaging of wounds, counting coins and splitting them among the party, resting, eating, and a lot of other minor activities that need not be recorded.

Running out of Paper?

Your rooms may be drawn up to the edge of the sheet of paper. We recommend using a sheet that is 20 squares in width by 28 squares in height. A slightly smaller or larger sheet will work fine. If a room or corridor meets the end of the paper, that rooms end there. If a room goes on the edge of the paper, ignore the portion of the room that would go out of the paper. Ignore any door that connects with the edge of the paper: that room or corridor is a dead end.

No Room for a Room?

If your random room roll creates a room that won't fit, for example because it would intersect with another room or corridor, truncate the room: it's a dead end. It still counts as a room or corridor, as per the random room roll, and you still roll for its content, even if it' is only one square in size.

Rotating Rooms

When you roll a room, feel free to rotate it in any direction and/or stretch a corridor up to 1 or 2 squares so it is easier to connect it with the previous room or corridor.

Retracing Your Steps

Sometimes you need to go back through rooms that you have already visited. For every room or section of corridor that you visit, roll a die. On a 1, your party is attacked by wandering monsters. Wandering monsters always sneak on you, so they attack first, beginning with the characters at the rear of your marching order. After one turn, if you are in a room, the party will spread out and protect its weaker members, so you may distribute the wandering monsters' attacks like you would in a normal combat.

If you are re-entering a room occupied by a monster that you bribed, wandering monsters may not appear in that room. Roll reactions for that monster. If a bribe result is rolled again, the monster will ask for another bribe, and if you do not provide it, it will attack the party. If another result is rolled, the monster will let you move through the room asking no bribe. Make a note of the treasure that you gave the monster; you may always change your mind later, and choose to attack the bribed monster. If you do so, you will recover your treasure, in addition to any treasure generated by that encounter's treasure roll, if any.

The Final Boss

Unless you are playing a ready-to-run adventure, your default mission is to slay the dungeon's final boss. Each time you meet a boss monster, roll d6, and add +1 for every boss monster that you have already encountered in this game (including any creature from the weird monsters table). If you roll 6 or better, you meet the final boss. Keep a tally of the bosses you have encountered in the appropriate box on the play sheet.

When you run out of doors to open, the last room you generate will automatically contain a final boss monster. The final boss has one additional life, one additional attack, and will automatically fight to the death. The gold piece treasure of the final boss is tripled, or increased to 100 gp, whichever is best for you. If it has a magic item in its treasure, you will find two magic items instead.

Killing the final boss and moving out of the dungeon ends the adventure, but if you have a Quest going on, you may wish to continue until you complete the dungeon or the quest, whatever happens first.

If there is any unopened door in the final boss' room, you may ignore it or open it, as you see fit.

Time Limits

You may set yourself a real time limit, such as, "I'll play for 45 minutes and then I will automatically meet a final boss in the last room that I generate, I'll fight that battle, trace my way back to the exit and call the game."

Let's Get Outta Here!

Killing the final boss and taking its gold is not enough. You actually

have to make it out of the dungeon alive! The characters will be exhausted, wounded, and (hopefully) slowed by the caskets of gold they are carrying, so the monsters will try to sneak on them. Roll a d6 for every room or corridor that you have to cross to get out of the dungeon, including the first room. On a 1, wandering monsters attack.

Splitting the Party

In certain circumstances, you may want to split the party. For example, you may want to leave a character to guard the body of a fallen comrade, or send a single character to complete a quest. In these cases, every time wandering monsters are rolled for the main party, roll a 1 in 6 chance of wandering monsters appearing also against the characters left alone. Splitting the party is very dangerous.

Fallen Heroes

When a character loses his last life, he slumps to the ground, mortally wounded. If a combat is still going on, a partner may still access any scroll, potion, vial of holy water, weapon, shield, or magic item on the dead adventurer's body, but to do so the comrade must forfeit his attack for that turn. If the party withdraws from the room, one adventurer may carry the body of the fallen comrade if you wish, but that character will not be able to make Defense rolls and will be automatically hit by any monster attacking him. A comrade carrying a dead friend will automatically be in the rearguard of the marching order (position 3 or 4). The party may carry a dead comrade out of the dungeon by moving to the first room of the dungeon. They are assumed to leave the body just out of the dungeon, redistribute among themselves any treasure or equipment that the dead comrade was carrying, and they may continue the adventure if they wish. If you leave treasure on your comrade's body, there is a 5 in 6 chance that it will be stolen if you leave it unguarded.

You may want to carry a dead comrade out of the dungeon to give him a proper burial or, if you can afford to spend 1000 gp, have the local church attempt a resurrection ritual. Roll d6: if the result is equal to or lower than the character's level, the ritual is successful: the character comes back to life and may continue to

play in the campaign. If the roll fails, the money is spent, but the character is irremediably lost. A new, 1st level character must be chosen to replace the dead adventurer.

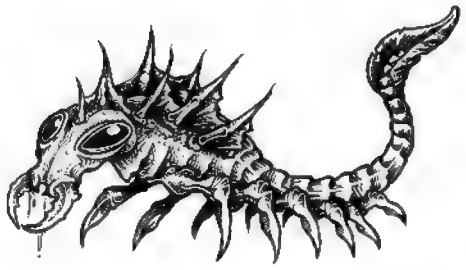
Characters Turned to Stone

Certain monsters have the ability to paralyze or turn to stone your adventurers. If all of your characters are turned to stone, the party is defeated and the adventure is over. If one or more characters survive the ordeal, they may be able to help.

A character's clothing and equipment, including magic equipment and carried treasure, turns to stone too, and may not be removed until the character is healed.

Characters turned to stone can be healed with the Blessing spell. If no Blessing is available, the party may choose to leave the character in the room (hopefully with the plan of recovering him later with a rescue mission, see below), or attempt to carry him out of the dungeon. A petrified character is very heavy, and it will require two characters to carry him. In addition, because of the noise caused by dragging a statue on the dungeon floor, the chance of encountering wandering monsters is increased to 2 in 6 while doing so. If the character is carried out of the dungeon, the party may purchase a Blessing from a cleric. The coins for the payment may come from the petrified character's treasure.

Rescue Missions: If carrying out petrified characters isn't possible or advisable, the party may leave them where they are and attempt a rescue mission later. The party can hire a 1st level cleric, reach the room where the petrified character was left, cast the spell and then move out of the dungeon. Treat the hired cleric as a normal 1st level member of the party. The cleric gets paid 100 gold pieces for taking part to the rescue mission, plus 100 gold pieces per every Blessing spell cast. At the end of the rescue mission, the cleric goes back to his church, unless you want him to join the party and replace some dead party member.



Leveling Up

Every time the party kills a boss, completes a quest, or survives 10 encounters with minions (not vermin - vermin do not give XP, it's part of their annoying nature!), a character of your choice may attempt to level up. This is called an experience or XP roll. Roll a die: if the result is higher than the character's current level, the character gains a level. If you slay a dragon as the final boss monster, you get TWO XP rolls. Abilities that allow to reroll dice, such as the halfling's luck, may NOT be used on XP rolls. XP rolls for minions are at -1. You may not level up the same character twice in a row, but you can keep trying levelling up with the same character until you succeed.

Example: Dollom the 3rd level wizard is in a party that manages to kill a chaos lord. Since the chaos lord is a boss, the player decides to attempt an XP roll for Dollom. The players rolls a 3, which is not higher than Dollom's current level, so Dollom remains a 3rd level wizard. Better luck next time!

The party slays a dragon. The player attempts to level up Dollom. Killing a dragon gives two XP rolls. The player rolls d6, scores a 5, so Dollom levels up and becomes a 4th level wizard. The player can now use the second XP roll for another character, since you can have a maximum of one level increase per encounter on a character. If Rollom's XP roll had failed, the player could have used the second XP roll to attempt levelling up with Rollom again.

If you are playing *Four Against Darkness* with multiple players, either as a cooperative game or a role-playing game with a Game Master, make sure that XP rolls are distributed as fairly as possible among all participants. One way to do it is to give the first XP roll to a random character and then go around the table clockwise, until all characters have been given a chance to level up.

Maximum Levels

Once a character attains 5th level, he has reached his peak and may no longer level up until all characters in the party attain 5th level. When this happens, you may level up twice in a row the same character if this will help you bring all party to 5th level. At that point,

the party is ready for the higher challenges found in the *Deeper Dungeons* supplement.

> *Previous version of these rules had halflings, elves and dwarves peak at lower levels, but we have removed that limitation since we have decided to expand the game up to Level 20 and beyond.*

Ready-to-run campaigns may have different rules for XP, based on the plot of the adventure. For example, an adventure may automatically assign a level to a character who successfully completes some difficult quest or a scenario objective.

In the *Deeper Dungeons* supplement, the characters have the option to take expert skills instead of leveling up.

Increasing Life with Level

A character who gains a level gains one life point.

Experience Summary

- 1 XP roll every time you defeat a boss or 10 minion encounters
- 2 XP rolls if you defeat a dragon as final boss
- XP rolls may not be rerolled
- Vermin give no XP rolls
- You may try to level up the same character multiple times until you succeed, using one XP roll per attempt
- You may NOT level up the same character twice in a row UNLESS all the other characters have attained 5th level
- Each level gives the character one additional life.

Spells

There are six basic spells in the game. Blessing may be cast by wizards and clerics. All the other spells may be cast only by wizards and elves. Casting a spell is an action equivalent to attacking in combat. Spells may be cast during a melee. A spell-caster may attack in melee OR cast a spell, not both. The Escape spell may be cast instead of making a Defense roll. It is the only spell that may be cast during the monsters' turn.

Blessing: This spell removes a curse from a character. A curse is a game effect gained by stepping into a cursed room. Blessing will also remove other conditions, such as being turned to stone by a medusa.

Fireball: This spell works like an Attack roll. The wizard adds his level to the roll. Fireball does not affect dragons (but it does affect zombie dragons). Used against minions, Fireball slays a a number of creatures equal to the wizard's die roll minus the level of the minions. A minimum of one creature is always slain.

Example: A level 1 wizard casts a fireball at a group of goblins (level 3 minions). The wizard rolls a 5+1= 6 in total, so (6-3)= 3 goblins are killed.

Lightning Bolt: This spell works like an Attack roll. The wizards adds his level to the roll. Against a group of minions, the spell will kill just one if it hits. Against a boss, it inflicts 2 life points if it hits.

Sleep: This spell works like an Attack roll. It does not affect undead, dragons, and certain other monsters. The wizard adds his level to the roll. Sleep will defeat one boss or d6 + L minions if it hits. Monsters put to sleep count as slain.

Escape: The wizard disappears from his current location and reappears in the first room of the game. This spell may be cast in lieu of making a Defense roll, or it may be cast normally in the party's turn. It works automatically.

Protect: This spell gives +1 to a single character's Defense rolls for the whole duration of a battle.

Scrolls

A scroll is a piece of parchment or other inscribed material that contains a ready-to-cast spell. Any character, except Barbarians (who cannot read and fear magic), may read the scroll at the cost of one action and cast the spell. However,

characters who are NOT spell-casters cast spells from a scroll as if they were level 1, no matter what their actual level is. Spell-casters add their full level to the spell cast from the scroll, even if the spell is not one of those they have in their repertoire. Clerics add their level only when they cast the Blessing spell.

When a scroll is found, roll on the random spell table below to determine what spell is on the scroll.

Random Spell Table (d6)	
1	Blessing
2	Fireball
3	Lightning bolt
4	Sleep
5	Escape
6	Protect

Additional spells and scroll types may be found in adventures and supplements. When you find one of those additional spells in a scroll, a wizard has the option of using it as a scroll or copy the spell in his spell book for later use. The wizard does NOT gain the extra spell, but when he levels up, he can now choose that new spell as part of the spells he knows for the adventure.

Example: Marcus the elementalist is a 2nd level wizard with 4 spells chosen from the basic spell list. During an adventure, he finds a scroll with a new spell called Magic Mist. He can now use the spell as a one-time use (just like any other scroll), but he has also the option of copying the spell in his spell book. If he copies the spell, the spell is added to the list of spells that Marcus can choose. The next time he can add a spell (because he levels up, or because he chooses new spells for another adventure), he can choose from any of the six basic spells AND Magic Mist.

Note that the spell repertoire is personal, as wizards are very jealous of their spell books, and annotate them in secret codes that make it very difficult for other casters to read them.

Example: If Marcus dies, you cannot pass any additional spells he found to other wizards in the party, or to a new character created to replace Marcus.

Encounters

When your party enters a room and encounter monsters, you have two options:

1) You act first and attack the monsters, OR

2) You wait and see what the monsters will do.

If you attack immediately, your characters will perform attack rolls. Against minions, you divide them by the level of monsters, thus calculating how many minions are slain by the attack.

> *Example: A warrior rolls a total Attack of 7 when attacking a group of goblins (level 3). The attack kills 2 goblins (one goblin with the first 3 points, another goblin with the other 3 points, and the extra point is wasted).*

Your characters may attack in any order you want. Only the monsters that survive, when your party turn ends and the monster turn begins, get a chance to strike back at your characters. Against bosses, the procedure is similar, but each attack that equals or beat the level of the boss inflicts 1 wound on the boss.

If you do not attack immediately, the monster will go first. Roll d6 on that monster's reaction table to determine what the monsters do. Some monsters will always attack, so it makes no sense to let them have the initiative. As described on pp. 23-26, some monsters will flee, accept a bribe, or even ask you to perform a quest.

If monsters take you by surprise (beware of those sneaky goblins!), they will automatically act first. Roll on their reactions table to determine what they do, unless the monster appeared as wandering monsters (wandering monsters always fight, and always strike first).

Marching Order

You must decide in which order the characters are marching in the dungeon. Use miniatures or counters to represent this, or write the marching order on the adventure sheet writing a number (1, 2, 3, or 4) next to the character's name. You may change your marching order every time you are in an empty room or corridor. You may not change your marching order while fighting.

Marching order in corridors: A corridor is large enough to allow two characters to walk side by side, so a group of four characters will have two characters in the front (places 1 and 2) and two in the rear (places 3

and 4). A party of three characters will have two characters in the front (places 1 and 2) and one in the rear (place 3). If the party is reduced to 2 characters, they both count as being in the front, but both will be attacked in the rear if surprised by wandering monsters (see wandering monsters, p. 54).

In a corridor, only characters in places 1 and 2 can fight, while characters in places 3 and 4 can only cast spells or attack over the heads of their friends if they have a bow or a sling.

The same restriction applies to monsters: when you encounter a group of monsters in a corridor, only two of them will be able to attack your characters.

Marching order in rooms: Marching order is irrelevant when the party enters a room. Rooms are large enough that all characters can fight. However, characters with bows and slings may use them only on the first turn. After that, they will be engaged in close combat. In close combat, all characters are assumed to draw their close combat weapons or, if they have none, will fight at -2 to Attack rolls using punches and kicks.

Spells may be cast as normal in rooms. Spell-casters are tough enough to withstand a melee hit and still be able to fry opponents with a Fireball.

When Do Monsters Attack?

After all characters in the party have performed one action each (attack, cast a spell, healing), it's the monsters turn to attack — if any have survived the party's attack!

The monsters do not roll dice: those characters who are attacked make a Defense roll against the level of the monsters. The Defense roll is modified by armor, shield, and by the character's level in the case of rogues.

Defense Roll Modifiers

- Light armor +1
- Heavy Armor +2
- Shield +1
- Rogue: add the rogue's level
- Dwarf defending against a troll or giant +1
- Halfling defending against troll, giant, or ogre: add the halfling's level

A roll of 1 is always a failure. A roll of 6 is always a successful defense. Certain attacks will negate the bonus from armor or shield. Surprise attacks from wandering monsters who sneak up on the party negate the bonus from shields.

Defense Roll Success: If the character rolls higher than the monster's level, or if he rolls a natural (unmodified) 6, the character takes no damage from the attack.

Defense Roll Failure: if his Defense roll is equal to or lower than the monster's level, of if the character rolls a natural (unmodified) 1, the character takes ONE wound. Mark one life off the character's profile. Some powerful monsters inflict TWO wounds on a successful hit, as explained in their monster table.

Who is Attacked?

Who is attacked by monsters depends on three factors:

1) Number of monsters;

2) Your marching order;

3) Whether you are in a room or a corridor.

In a rooms with fewer monsters than characters: Each monster MUST attack a different character. The marching order is ignored. If there are not enough monsters to attack all of the characters, you decide which character is not attacked.

> *Example: three goblins fight two warriors, a wizard, and a cleric. The player decides that the three goblins attack the two warriors and the cleric. The wizard hides behind his friends and is not attacked.*

In a room with as many monsters as there are characters: Each character receives one attack.

In a room with more monsters than characters: Each character receives an equal number of attacks, and you decide who receives any outstanding extra attacks. Exception: if the monsters HATE one character class, they will always perform extra attacks on that class. Trolls, goblins, and kobolds hate dwarves; orcs hate elves; and undead hate clerics.

In a corridor: TWO monsters, maximum, will attack the two characters in the front (places 1 and 2 of the marching order).

A single character in a corridor will be attacked by two monsters.

Dragon breath will hit all characters in a corridor or room.

Wandering monsters in a corridor will sneak upon the party. Up to two monsters will attack the two characters in the rear! The characters are surprised and they do not get the Defense bonus from a shield on this first attack.

Running Away From Combat

Sometimes, your party will be so beat up that you might want to run away from an overwhelming opposition. There are two options: Withdrawal and Flight.

Withdrawal: Your party slowly retreats to any room at its back, slamming the door shut and leaving the monsters on the other side. Make a note of where the monsters are. They will still be there if you enter that room again! Withdrawal is possible only when characters have a door to slam shut between themselves and the monsters. If the room has an opening, withdrawal is not possible.

During a withdrawal, the monsters get to strike ONCE at the characters, but the characters have +1 on their Defense rolls.

Flight: The party runs away. As they do so, each monster will attack once. Each character must make a Defense roll. The bonus from shields does not apply in this case. If there are enough monsters to attack all characters, every character receives one attack. If there are fewer monsters than fleeing characters, the attacks will be directed first against the character or characters who have lost more life points, then against characters who are hated by the monsters (trolls and goblins hate dwarves, orcs hate elves, undead hate clerics).

If none of the above conditions apply, randomize the attacks.

If a character is killed while running away, his equipment and treasure remains in the room and may not be redistributed to the other members of the party. Mark the room on your map. You'll have to re-enter into that room and fight the monsters to recover the spoils of war.

When Monsters Flee

Sometimes, monster will run away from a combat, due to a failed morale roll or some other game effect. When this happens, each character may perform one attack at +1 at a fleeing monster. In most cases, you may ignore this rule, as it will not make any difference: the fleeing monsters count as defeated and you get their gold anyway.

When Does a Combat End?

A combat ends when:

1) All monsters in the room have been killed;

2) All monsters have fled;

3) All characters have been killed;

4) The party decides to break off from combat, as explained above.

Until the combat ends, a character may not perform any other action than attacking, defending, casting a spell, breaking away from combat, or any other action allowed by the description of the room the party is exploring, by the description of the monster, or by a magic item. For example, your rogue may not disarm a trap or search the room while the rest of the party is busy fighting.

Looting

When your party defeats all the monsters in a room, make a roll on the treasure table. Some monsters have more treasure than others, some have a Treasure roll modifier (for example, if the monster's profile says "Treasure -1", you roll at -1 on the table). Some monsters do not have treasure at all. You make one roll per encounter, NOT one roll per monster. Roll for treasure even if the monsters flee.

Distribute looted treasure as you see fit among your characters. However, barbarians may not be assigned magic items (they won't use them, and they won't even carry them!)

Wandering monsters never have any treasure.

Carrying Loot

Characters may carry any number of gems, jewelry, scrolls, magic wands, vials of holy water, and potions. Each character may carry a maximum of 200 gold pieces, two shields (one strapped on the back and one used), three weapons (a magic staff counts as a weapon, and a two-handed weapon counts as two weapons). Characters carrying more than this have -1 on their Defense rolls.

Searching Rooms

All dungeons have secrets. Whenever an empty room is generated, you may decide that it is not the case, and roll on the table below. A halfling may use a luck point to reroll. A room may be searched only once. Mark it with an "S" when you search it. When searching in corridors, roll at -1,

Empty Room Search Table (d6)	
1	Wandering monsters attack!
2-4	Room is empty
5–6	Choose: you find a clue, a secret door, or a hidden treasure

Wandering Monsters

Wandering monsters are the security guards of the dungeon. They roam about, using secret passages or hiding in the shadows until foolhardy adventurers pass by. When the rules call for wandering monsters, roll d6 to determine what type of monsters are attracted:

1-2	roll on the vermin table
3-4	roll on the minions table
5	roll on the weird monsters table
6	roll on the boss monster table. Reroll any dragon. A wandering monster may NOT be the final boss.

A ready-to-run adventure will have its own wandering monsters tables, appropriate to the scenario.

Wandering monsters sneak on the party and automatically attack first on the first turn of combat. Characters may not use their shield bonus on their first Defense roll against wandering monsters. If you are in a corridor, the wandering monsters will attack the two rearmost characters. If you are in a room, and there are enough wandering monsters to attack all characters, all characters will be attacked by at least one monster, with extra attacks going against hated character types first, and then against the character/s with the lowest current Life Point total (roll randomly if more characters have the same life point total).

All wandering monsters roll morale when the situation calls for it, unless they are a monster type that never tests morale.

Secret Door

You found a secret door or passage! Draw a door on one side of the current room or corridor, and roll another random room that connects with it. You may spy in the room and determine its content BEFORE stepping into it, and you may decide to leave it alone if the danger seems too much for the party.

If you find any treasure behind a secret door, its gold piece value is doubled.

If you decide to enter the secret room, any monsters in the room will be surprised. Reduce their level by one (to a minimum of 1) in the first turn of the ensuing combat.

When you find a secret door, roll a die. On a 6, congratulations! You have found a safe shortcut out of the dungeon. You can exit the dungeon by reaching this room at any time.

Hidden Treasure

Searching the room yields a lucky find. A loose brick or floorboard hides 3d6 x 3d6 gold pieces. However, there is no such thing as a free lunch! Before determining the amount of gold found, roll on the Hidden Treasure Complication table below:

Clues

A character found a clue for *something big*. Write CLUE on the character's sheet. When the character has three clues (gained during the current adventure, or over the course of a campaign), your character has discovered a major secret. The character immediately makes one xp roll, gaining a level if he succeeds, and chooses one of the following game effects to represent the secret he discovered:

Weakness of a monster: When you meet a boss monster of your choice, you have a +2 to attack that monster. The bonus lasts for the whole duration of the combat, not for a single attack. All characters in the party enjoy the bonus.

Deal with a monster: When you encounter a monster, you may declare that you have a deal with the creature. The monster will let your party pass through the room without attacking you any time that you need to. You may not, however, take the monster's treasure. You may not use this rule with vermin or with the final boss.

Location of a secret treasure: when you enter any empty room (not the first room of a dungeon), you recognize it as the location of a hidden treasure that can be revealed by speaking the correct

Hidden Treasure Complication (d6)	
1–2	An alarm goes off, attracting wandering monsters to the room!
3–5	The gold is protected by a trap. The trap's level is equal to the number you rolled on this table (3, 4, or 5). A rogue may try to disarm the trap. If you have no rogue, the trap attacks a random adventurer, inflicting 1 wound if he fails to save, and 2 wounds if he rolls a 1.
6	A ghost (level d3+1) protects the gold. A cleric may try to ban the ghost (roll d6 plus the cleric's level; the ghost is destroyed if the cleric rolls a number equal to the ghost's level or better). If there is no cleric in the party, or if the cleric fails to ban the ghost, all characters lose 1 life, and then the ghost disappears.

password. A niche opens in a wall, and you find 3d6 x 10 gold pieces.

Location of a magic item: When you enter any room in a dungeon (but not the starting room), you will recognize it as the location of a hidden magic item that can be revealed by speaking the correct password. You immediately gain one magic item from the random magic items table.

True name of a spiritual entity: You are in contact with an angel or demon (your choice, but once chosen, it cannot be changed). During a game, you may call an angel to heal a single character to full health or to rescue him out of a trapdoor; alternatively, you may call a demon to inflict 4 life points of damage to a single creature or to automatically kill up to 6 minions. Once used, this power is lost forever and may not be gained again by the same character in the same campaign.

New spell: Only an elf or wizard may take this. Add a spell to your repertoire.

Secret to increase magical or spiritual power: This can be taken by a cleric, wizard, or elf, and only once per character in a campaign. You increase by 1 the number of times that you can use a single specific spell, or the healing ability, during an adventure.

Location of a scroll: A character who normally cannot cast spells (but not a barbarian) can take this. You find a scroll with a spell of your choice hidden in a niche in the dungeon. If cast by a non-spell-caster, the spell will be cast at level 1 even if the character's level is higher.

Recipe for a potion: You have to kill at least two boss monsters and spend 50 gold pieces for the material components of the potion. After you have accomplished this, you may purchase a potion of healing before every adventure, at the cost of 50 gp. You are assumed to have hired an apprentice alchemist at home. The apprentice brews a new potion for you that is ready when you begin a new adventure.

Terrifying secret: Whenever a monster or group of minions must make a morale roll in your presence, you may utter the unspeakable secret, and the monster/s will automatically fail their morale roll. This has no effect on monsters that do not test morale or the final boss.

Someone will pay big money for that: You know a nobleman who lost an heirloom or a jewel. If you find a jewel, gem, or any item of jewelry with a gold piece value, and you manage to carry it out of the dungeon, you can sell it for THREE TIMES its stated value.

Your enemy is in the dungeon: A chaos lord has done something terrible to your character, and you know he's been plotting and scheming to hurt you. When you meet a boss monster, you may change it with a chaos lord, and fight against him with a +1 to your attack rolls. The bonus lasts for the duration of the combat.

Someone has been imprisoned: An important character (prince, noble, rich merchant, etc.) is a prisoner in the dungeon. You may meet him in any room guarded by minions or by a boss monster. If you manage to free him and bring him out of the dungeon alive, you will receive a random magic item and a random treasure, OR a doubling of your current gold pieces, whatever is best for you. The prisoner is chained to a wall. An adventurer can break the chain during combat by winning an attack roll against level 4. Rogues and barbarians add their level when attempting to set the character free. An adventurer rolling to free the prisoner may not attack the monsters that turn.

You descend from a bloodline of dragon-slayers: Only a barbarian or a dwarf may take this. From now on, when that character fights a dragon, you add +1 to your Defense and to your Attack rolls.

Secret diet: You learn a secret diet to increase your stamina. You may not share it with your friends. As long as you spend 100 gold in food prior to each adventure, you will have one extra life point until the end of the adventure. The diet is not magical and can be used by barbarians. Halflings need to spend only 50 gold because they have access to excellent food already!

Clues and Dying Characters

Clues are discovered by a single character, but we can assume that he shared the clue with his companions. So, if the character dies, you may move the clue onto another character's profile.

Traps

When a trap is found, roll on the table below to determine its type.

Dart: The character targeted by this attack must make a Defense roll or lose 1 life.

Poison gas: All characters must make a Defense roll, ignoring the bonus from shields or armor, or lose 1 life.

Trapdoor: The character must roll d6 versus the level of the trap. Roll at -1 if you have light armor, and -2 if you have heavy armor, and at +1 if you are a halfling or an elf. Rogues add their level. A character failing the roll falls into the trapdoor, losing 1 life. In addition, it will take at least another character to help him out of the trapdoor. If you fall in a trapdoor and you are alone, you die.

Bear Trap: The character must roll d6 trying to beat the level of the trap. Halflings and elves roll at +1. Rogues add their level. A character failing the roll has a foot caught in the bear trap. The character loses 1 life and will have -1 to Attack and Defense rolls until that lost life is recovered and his limping leg heals. A limping character will roll at -2 against other bear traps or trapdoors.

Traps table (d6)	
1	A dart (level 2) attacks a random character.
2	Poison gas (level 3) attacks all the characters.
3	A trapdoor (level 4) opens under the feet of the character leading the marching order.
4	Bear trap (level 4) hitting the character leading the marching order.
5	Spears coming out from a wall (level 5) attack two random characters.
6	A giant stone block (level 5) falls on the last character in the marching order.

Spears: These are activated by the first character walking past them, and attack two random members of the party. A character failing his Defense roll loses 1 life.

Giant Stone: This level 5 attack strikes the last character in the marching order. The character must make a Defense roll or lose 2 life. The bonus from armor counts, but the bonus from a shield does not.

Rogues Disarming Traps

If a rogue leads the marching order, he gets a chance to detect and disarm a trap before it can attack the party. The rogue rolls d6, and adds his level. If he beats the trap's level, or rolls a 6, he notices the trap and disarms it, or warns the rest of the party just in time. If he fails, of if he rolls a 1, the trap goes off as normal.

> *Some dungeons have more traps than others, so sending a rogue in the front may not be a bad idea. Of course, you have to be prepared to heal the rogue. Scripted dungeons will have more unusual traps than the ones described in this table. The evil imagination of dungeon builders knows no limits!*

Locked Doors

Optional rule: Locked Doors in Random Dungeons: You may roll a die for every door that appears in a room. On a roll of 1 or 2, that door is locked. Roll d6 for the level of the lock. Mark a locked door with a L. You may find it tedious to roll for every single door, so consider this an optional rule. The door will have a level, determining how hard it is to bash it down. You have two options:

1) Bash down the door; or
2) Use a rogue to lockpick the door.

Bashing a door open: Roll a die with a character. Barbarians and warriors add their level. Roll a die to determine how sturdy the door is: 1-3 the door is level 3; 4 , 5, or 6 the door is level 4, 5, or 6, as rolled. In a published adventure, a door will always be level 3 if not otherwise specified. If you beat the door, the door opens. If you do not beat the door, you may try again later. If you roll a 1, the noise attracts unwanted attention. Roll for wandering monsters.

Bashing down a door with magic: A wizard may also destroy a door with a Lightning Bolt or a Fireball

spell. This is automatic, but costs a spell.

Lockpicking a door: Only a rogue may attempt to lockpick a door. Roll a die and add the rogue's level. If the rogue is alone in the room (no friends are watching his back), roll at -1. If the rogue beats the lock's level, the lock is picked and the door is now open. If the rogue fails, he is unable to open the door, and the door must be bashed down.

Save Versus...

In some cases, the rules instruct you to save versus a specific attack. The name of the attack is normally just descriptive, what counts is the target number. Roll a d6, adding any modifiers as instructed. If you roll the target number or better, nothing happens. If you roll lower than the target number, you suffer the consequences indicated. This is often the loss of 1 life, or some lasting inconvenience, such as being turned to stone, drowning, or being burned to ashes!

> *For example: characters are urged to save versus level 3 poison or lose 1 life. A character rolling a 1 or 2 will lose one life. Characters rolling 3 + will be fine.*

Saving rolls may have modifiers. In general, barbarians and halflings will have bonuses against things like poison thanks to their good health, wizards will have bonuses against magic and mental attacks, rogues and elves will have bonuses against things that can be dodged, clerics have bonuses against the undead, and so on. There is no one class that is always better than others at saving rolls. It's one of those aspects of the game that you will learn with experience. Saving rolls based on dodging or moving quickly out of harm's way may have a -1 if the character is wearing heavy armor.

Things to Remember

1) One of your characters must carry a lantern. This uses up one of his hands. If he dies, somebody else must pick up the lantern. A party without a lantern has -2 on all Attack and Defense rolls and may not use ranged weapons. The only thing that the party can do without a lantern is trace its way out of the dungeon.

2) Characters have two hands they can use. If the character holds a two-handed weapon or a bow, he or she cannot hold a shield or a lantern. A wizard, cleric or elf need one free hand to cast a spell. Carrying two weapons does not give any advantage. A character may temporarily strap a shield on his back to have a free hand, but he will not gain protection from the shield until the shield goes back to his hand. Doing so during combat requires forfeiting one attack.

3) Always write in pencil and keep an eraser at hand. Lots of information will have to be updated during the game.

4) Write your characters in marching order.

5) Once you exit a dungeon, you may not go back there (if you go, the monsters will have taken away all the treasure).

6) Check a monster's reaction roll description before attacking. Some encounters may benefit you in other ways than just giving you just opponents to slay and treasure. The disadvantage, of course, is that by letting the monster perform a reaction roll you give up your opportunity to attack first.

7) Remember to check for the monsters' morale roll when you kill half the minions in an encounter, or when a boss loses more than half of its life. This can be a lifesaver!

8) Keep track of monsters killed. 10 minions encounters will give you one XP roll. One major monster (boss or weird monster) gives you one XP roll. Vermin do not give XP rolls. Dragons give you an extra XP roll if met as a final boss.

9) Perform XP rolls immediately. You may not save them for later. Keep track of who was the last character who leveled up, because you cannot level up the same character twice in a row, not even if he is the only

character alive. If you play the game in cooperative mode, with multiple players running one character each, determine randomly who gets the XP roll, but do not let the same character level twice in a row.

10) Remember that bosses lose one level when wounded to less than half life.

11) Assign treasure to the character that is actually carrying it. If there is any gold, remember to assign some to the party's dwarves, if any.

12) Scrolls may be assigned to any party members but not to barbarians. That's not because they can't read, but because they mistrust and fear magic.

13) Total party kills happen. It's a fact of the adventuring life. Choose wisely when to run away and when to keep on fighting.

14) Clues, if used wisely, are one of the most versatile tricks up your sleeve.

The RPG-Lite Option

Four Against Darkness has been designed as a solo game, but this need not be the case. If you are an adult playing with children, or an expert player playing with casual or first-time gamers, you might want to run the game like a rules-light, no-preparation-needed, traditional pen-and-paper roleplaying game. Adventures can be played one after the other like the chapters in a book. This kind of continued play is called a campaign. In a campaign, the heroes retain the levels, equipment, and treasure accumulated in the previous games, thus becoming able to face bigger challenges. Wounds are fully healed between games.

The most experienced or creative player could be the game master (GM) and the other participants will play the roles of the adventurers. If you have only one GM and one player you can still play: this is called One-on-One gaming.

In a RPG-lite game, the GM keeps track of the monster's life points, remembers to take their morale rolls, and reminds the players of the rules. The GM should also make sure that treasure and XP rolls are distributed fairly among all the participants. Characters are not supposed to be arguing: they should cooperate and act like the heroes of the tale. Every time the players argue, the GM should let them decide with a vote. If that doesn't work, the GM decides as fairly as possible and the other players must accept her decision.

Keep the monsters' reaction tables secret, so the players must plan their character's behavior without knowing the odds. Be prepared to embellish the results from the tables with vivid descriptions, telling your players what their characters see, smell, or hear. Play the role of any monsters they meet. Be prepared to improvise: players will surprise you and take unexpected paths. Nearly any action that the characters may attempt and is not described in the rules can be treated as a Save. The only tricky part is deciding how difficult the action is, and which classes may add their level, half their level, or just a +1 bonus (or no bonus at all!) to that Save. This depends on the type of action. Make sure that each character gets a chance to shine. Here are a few suggestions:

- Barbarians, dwarves and warriors are strong. They can lift weights, bash down doors, and resist pain.
- Halflings are very healthy and should be given ample bonuses against dangers that affect the character's health, such as poison, gases, or disease. Due to

their obsession with food, they should also be good at cooking. They love to lead a merry life, so the should also be terrific at partying.

- Elves and rogues are agile and dexterous, so they should be good at climbing, dodging, or avoiding traps and surprise attacks.
- Elves have keen senses, and should be able to notice small details or things like hidden passages.
- Elves and dwarves have a better night vision than humans.
- Dwarves are near-sighted.
- Dwarves have an affinity with gold, gems, and jewels.
- Elves have an affinity with nature. They can move faster in woods, notice enemies hidden behind bushes, or know when a great danger is approaching from the reactions of plants and animals.
- Wizards are unfit for physical labor but very good at solving puzzles, remembering things, doing research in libraries.
- Clerics should be good at diplomacy and they should be respected in society.

Do not have the players roll for everything. Certain actions will be impossible, and others will be automatically successful. Just use logic and your sense of drama. If you are in doubt, just ask yourself: what would happen in this situation in an exciting book or movie?

Once you, as a GM, have run through a few random dungeons and played the published *Four Against Darkness* adventures, you will be able to invent your own. You could design your own random tables for events and monsters, and even create your own world with new adventuring classes, monsters, races, cultures, and spells. Adventures should not be limited to dungeons: as the heroes become more powerful, you can add political factions, court intrigue, guilds, churches, and so on.

As a closing note: if the RPG-Lite option becomes popular, we will publish a full roleplaying guide for *Four Against Darkness*.

Frequently Asked Questions

Can I loot the bodies of my fallen comrades?

Yes, unless you ran away from a room and let your comrade there. You may NOT loot characters who have been turned to stone, as their treasure is turned to stone as well.

Can I exchange equipment between two characters?

Yes, in any situation except during a combat. During a combat, two characters wanting to exchange equipment must forfeit their attacks to do so. Armor and shields may be exchanged only if the characters are of the same build (warrior, barbarian, rogue, and cleric characters are all considered of the same build, but dwarves, elves, and halflings are not, so a dwarf may wear only the armor that belonged to another dwarf).

Can my wizard pick up a sword?

He can, but he may not use it in combat any better than he would use a dagger. The sword will count as a light slashing weapon in his hands.

What about a wizard or rogue who pick up a two-handed sword?

They are allowed to pick up such a weapon, but it will still count as light weapon (-1 to hit) in their hands. In addition, since both of their hands will be occupied, they will not be able to cast spells or disarm traps if they carry a two-handed weapon.

Can I chop a troll to bits with a crushing weapon, a sling, or a bow?

No. You need at least a light slashing weapon like a dagger.

When withdrawing against a force outnumbering the party, does each monster attack once or is every character attacked only once?

Every monster attacks once. A boss with multiple attacks will use all of its attacks against the party. If the monsters outnumber the party, divide the attacks as normal. If there are fewer monsters than characters, choose which party member is not attacked, as long as you perform attacks against characters who are hated by the monsters.

Can wizards memorize multiple copies of the same spell?

Yes. A wizard could go into a dungeon with three Sleep or three Fireball spells. The number of spells is NOT the number of incantations that the wizard knows, it is the number of total uses of any of the six spells that the wizard has memorized.

Can wizards exchange spells if I have more than one wizard in the party?

No. A spell is in the character's mind. It is not a scroll of parchment that can be passed to a friend.

What happens to the lantern if the lantern bearer dies?

The lantern falls to the ground but it does not go off. It may be picked up by another character at the end of the combat. If you want, another character may pick it up during the combat, forfeiting his chance to attack in that turn. A party without a lantern has -2 on all Attack and Defense rolls and may not use ranged weapons. The only thing that the party can do without a lantern is trace their way out of the dungeon. So if your lantern bearer dies, and the lantern is on the floor, it is not a good idea to withdraw from that encounter until one of your characters has spent one action (forfeiting one attack) to pick up the lantern.

Is a shield considered "armor" for whenever the term armor is used, or is it a separate entity?

No. The shield is mentioned separately.

Can you drop whatever treasure or objects you don't want, so you don't go over the limits, and keep the ones you want?

Yes. But if later you go back to the room where you dropped the object or treasure, it will be gone.

Cleric: are blessings and healing two separate things?

Yes, and they are equivalent to spells in game effects, so for example if a rule says that "all spells are cast at -1 in this room", that applies to uses of Blessing and Healing as well. A cleric has 3 Blessing spells and 3 uses of the Healing skill.

Wizards start with 3 spells and gain 1 for each level. Does that mean it's 2+L (=3 for a beginning wizard), or 3 + L (4)?

2+L, so a starting wizard has 3 spells.

Wizards gain a spell when they level up, but they have to prepare them before starting

the adventure. So does that mean that while they are on an adventure, if they level up, the don't actually gain a new spell until they start their next adventure, or can you add a new one straight away when they level?

They can add a spell straight away. It is assumed that the wizard was studying the spell while adventuring but lacked the raw mental power or confidence to use it. As soon as the new spell is added, the wizard realizes that he is ready to use the new spell.

Elf: Starting equipment says hand weapon, bow. But the elf can't have both, as Bow is 2 handed?

He can't have both in his hands at the same time, but he can keep a sword in a scabbard while he uses the bow, or vice versa. Changing weapons takes one action, so the elf may switch weapons even during combat by forfeiting one attack.

Does the Lightning bolt spell only kill one minion maximum every time it's cast? Guess it's one to save only for bosses then, or if you really have no one else to kill a minion?

Yes, it is a lightning bolt from the sky that hits a single target, unlike the Fireball that explodes in a room and hits many targets at the same time.

Is the random spell table is just for deciding what spell is on a scroll?

Yes. It is only used to determine the content of a scroll, or in any case an adventure tells you to roll "a random spell".

Can healing give you more life points than you originally had?

No. If you have 5 life points, and are wounded to 3, and then you are healed, the maximum that you will have is still 5.

What happens when a wounded character levels up?

When you level up, you instantly add 1 life point to both your CURRENT total and your STARTING life point total. So a character who had 5 life points, and was wounded down to 3, who levels up, has now 4 life, and if healed, can heal up to 6 points (his original 5, plus one from the new level).

The wizard class description states that spells found in adventures are added to the

repertoire of the wizard. What does that mean?

In the game, there are only 6 basic spells. Those are the most common ones, and are used by all races and cultures. We will print additional spells in adventures and supplements. When you find one of those additional spells in a scroll, or maybe in a library, the wizard has the option of using it as a scroll or copy the spell in his spell book for later use. The wizard does NOT gain the extra spell, but when he levels up, he can now choose that new spell as part of the spells he knows.

Do bosses have any treasure when met as wandering monsters?

No. You can imagine that they left the treasure in their lair. When you stumble upon some unprotected treasure in a room, you probably have found the lair of a monster who is out on guard duties or took a stroll.

Do minions and bosses met as wandering monsters count for XP purposes?

Yes. A boss met as a wandering monster entitles you to one XP roll if defeated. Minions met as wandering monsters are added to your list of slain monsters. Remember that vermin do not give you XP.

Does a boss count for XP purposes if he runs away?

Yes. A monster who runs away counts as defeated, and you count it for XP purposes.

Dwarves have a +1 against goblins, does it mean goblinoids (so, including orcs and hobgoblins ?)

No, just monsters with the word "goblin" in their name. If we add "mountain goblins" or "forest goblins" in a future supplement or an adventure, the bonus counts against them. But hobgoblins are a completely different race.

Rogues can't use "heavy" weapons. Does this mean a rogue can't use Two-handed weapons, or ALL non-light weapons ? Can a rogue buy a one-handed weapon to replace their light weapon?

Rogues can use only light weapons or slings. So a rogue cannot use a sword, a mace, or a two-handed sword or a bow.

Whenever I connect a new room and it has a second door that touches the wall of

previous room, I treat it like a secret passage that just opened (I don't do it for an open corridor that meets a wall : I treat this as a cul-de-sac). Am I right about this ? I was also thinking of treating such doors as locked. Because as you said in the game, treating EVERY DOOR AS LOCKED just isn't practical, but I feel like it would be a nice compromise.

Yes, that's correct. We left the presence of locked doors completely optional, as it creates the need for additional dice rolls. Feel free to do as you prefer. The mechanic for locked doors is there so it can be used in our published adventures.

A dragon rolls to see whether he breaths fire or attacks two characters. Does it mean that the dragon has TWO ATTACKS and each of these attacks would be either a breath or two melee attacks (so, potentially, 4 attacks)?

No. The roll tells you whether the dragon breathes or performs two melee attacks (biting and raking with his claws). If the dragon breathes, it hits ALL the characters who fails to save. If the dragon performs two attacks, it will use the two attacks against two random characters. Yes, the random roll could select the same character twice.

I said NOPE to a dragon encounter and closed the door behind me. Hours later I didn't have any more doors to open so the last room I drew was the final boss. But the dragon was still alive way back in his room. Did I "cheat" or was that ok ?

That was ok!

I meet the Lady in White as a special feature in a room. Does the room count as occupied when I complete my quest and go back to her room? Or, since this is a random event, should I roll for wandering monsters as if I were stepping into an empty room?

When you complete the quest, the Lady is waiting for you, and there is no need to roll for wandering monsters in her room. However, once you have completed your quest, the Lady will disappear, so if you step into that room again, you must roll for wandering monsters as normal.

Can all characters except barbarians cast scroll spells or

just carry them? Is it only the wizard that can cast scrolls?

All characters can read scrolls except barbarians. However, characters who are not spell-casters cast all spells from scrolls at level 1.

Room orientation. I guess that you can rotate the room however you want as long as it fits and is connected to a door or pathway?

Yes, correct.

Are you allowed to change marching order when you have cleared a room from monsters? Can you change whenever you like as long as no monsters are present so before you start moving back thru rooms you change order so that your archer and wizard are in the front to maximize against wandering monsters that attack from the back?

Yes, you can change order any time you are alone in a room.

Shorthand Symbols for Room Content

The following symbols may help you annotate room content and your party's actions and conditions in a quick and concise manner.

Search

Withdraw

Flight

Flee

Bribe

Quest

1 Wound

4 Wounds

Asleep

Tied Up

Cursed

Clue

Ghost

Wandering Monsters

Use the Symbol for the type of Wandering Monster encountered

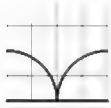
Lady in White

Trap

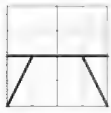
Use the Symbol for the type of Trap encountered

Wandering Healer

Wandering Alchemist



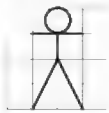
Fountain



Blessed Temple

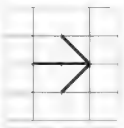
Armoury

Cursed Altar

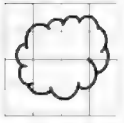


Statue

Puzzle Room

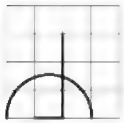


Dart Trap



Poison Gas

Trapdoor



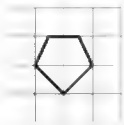
Bear Trap

Spears

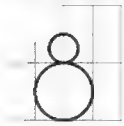
Stone Block

Gold Pieces
Write number in circle

Scroll
Write in spell type



Gem



Jewellery

Bl Blessing

Fi Fireball

LB Lightning Bolt

Sl Sleep

Es Escape

Pr Protect

He Healing

Ra Rage

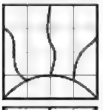
Not actually a spell but useful to keep track of.

Mummy

Orc Brute

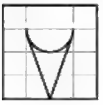
Ogre

Note border to denote these as Bosses



Medusa

Chaos Lord



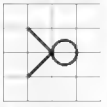
Small Dragon

Rats

Vampire Bats

Goblin Swarmlings

Giant Centipedes


Vampire Frogs

Skeletal Rats

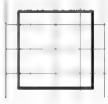
Minotaur

Iron Eater

Chimera

Catoblepas

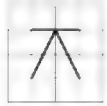
Giant Spider

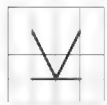

Invisible Gremlins

Skeletons

Zombies

Goblins


Hobgoblins


Orcs

Trolls

Fungi Folk

Play Sheet

Name Level: Clues:

Type Life:

Attack Roll: Defense Roll:

Abilities:

GP:

Equipment

Name Level: Clues:

Type Life:

Attack Roll: Defense Roll:

Abilities:

GP:

Equipment

Name Level: Clues:

Type Life:

Attack Roll: Defense Roll:

Abilities:

GP:

Equipment

Name Level: Clues:

Type Life:

Attack Roll: Defense Roll:

Abilities:

GP:

Equipment

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Monsters Killed

- Vermin
-
-
-
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- Minions
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-
- Boss Monsters
-
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- Weird Monsters
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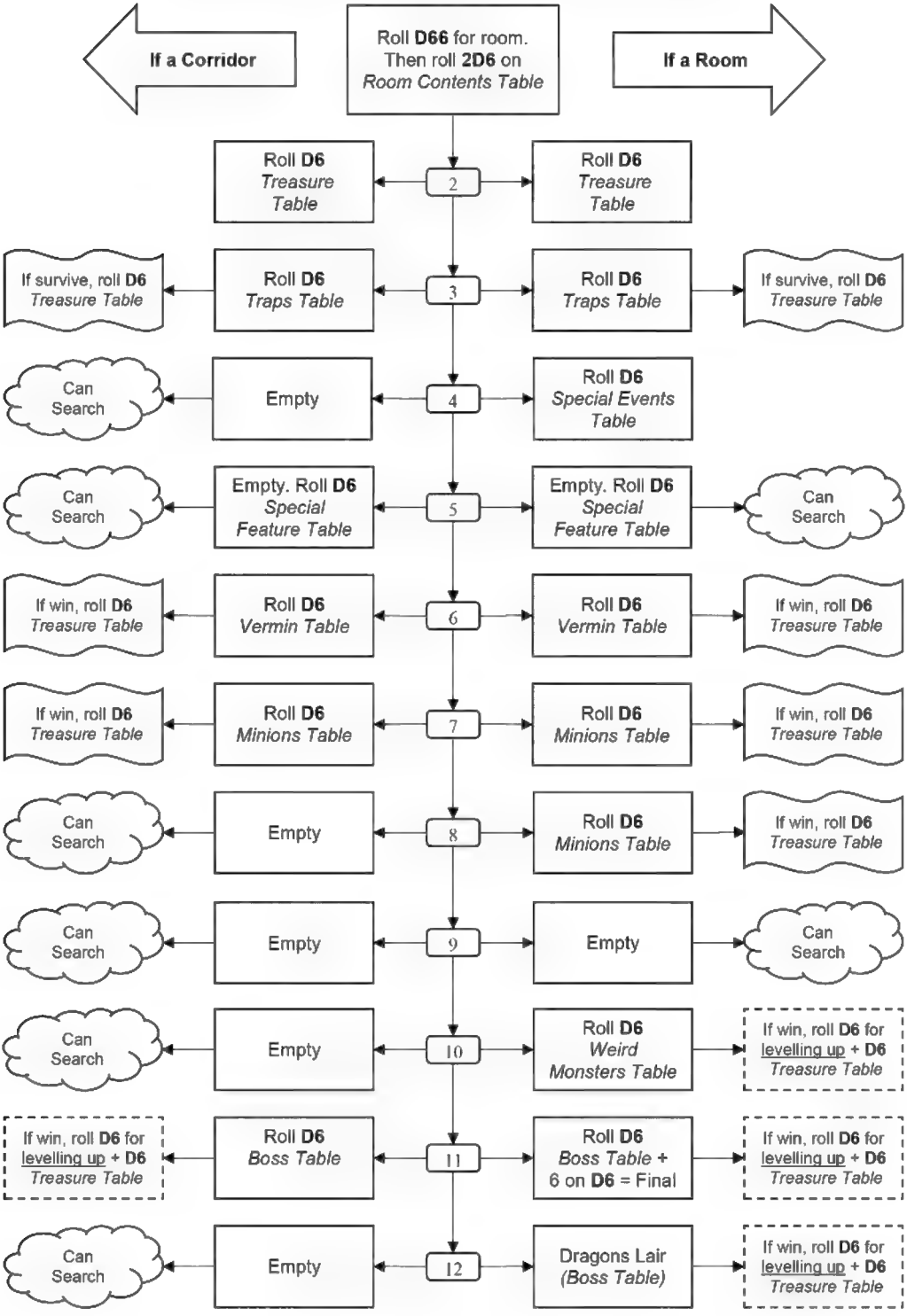
GUIDE TO DUNGEON AND ROOM BUILDING TABLES



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Quick Reference Sheet

Warrior: Any weapon, armor, shield. +L to attack rolls.

Cleric: +½ L to attack rolls, +L vs undead. Light or heavy armor, shield, hand weapon, two-handed weapon, sling. Cast Blessing 3 times per adventure. Up to 3 times per adventure, heal d6+L life.

Rogue: +L to disarm traps and defense rolls. Light armor and weapons only. May not use shield. +L to attack rolls vs outnumbered minion.

Wizard: +L when attacking with spells, or on rolls to solve puzzles or riddles. Light weapons or sling only. No armor or shield. 2 spells +1/L.

Barbarian: +L to attack rolls. Shield, light armor, any weapon. No heavy armor. May not use magic items. Rage attack once per game: roll the attack die 3 times, choose best. Against a boss, a rage attack inflicts 2 wounds.

Elf: +L to Attack rolls and spells cast. Any armor, shield. 1 spell x L per adventure, only if wearing light armor and NOT using shield. +1 to attacks or spells vs orcs.

Dwarf: +L to Attack rolls, except with ranged weapons. +1 to Defense rolls vs trolls, ogres, and giants. +1 to attack vs goblins. Any armor, any weapon. Smell treasure: roll d6+L, on a 6+ determine treasure before deciding whether to attack. Greed: party with 2 or more dwarves may not bribe! Always assign at least one coin to every dwarf in the party, if possible. When selling gems or jewelry, get 20% more.

Halfling: +L to defense rolls vs giants, trolls, and ogres. Light armor, light weapons and slings only. No shields. L+1 luck points: spend 1 Luck to reroll a failed Attack or Defense or Treasure roll, or to run away from a combat without receiving an attack.

Attack procedure: (d6 + modifiers)/Monster level= number of minions slain. 1 is always a miss. 6 is always a hit.

Attacking a boss: d6+ modifiers= inflict 1 wound on boss if result is equal or better than level of boss. 1 is always a miss. 6 is always a hit.

Defense procedure: Roll d6, +1 if shield, +1 for light armor, +2 for heavy armor. Rogues add +L. If result is equal to or better than monster's L, take no damage. A roll of 1 is always a failure, a 6 is always a success. On a failure, take damage and effects as per the monster's description. Defense rolls during a withdrawal are at +1. Defense Roll Modifiers: Light armor +1, Heavy Armor+2, Shield+1, Rogue: add the rogue's level, Dwarf defending against a troll or giant +1, Halfling defending against troll, giant, or ogre: add the halfling's level. -1 if character is carrying more than allowed encumbrance.

Dice explosion: if a die rolls a 6, roll another d6 and add it.

Reactions: Your party may attack first (unless monster description says otherwise) OR wait to see what the monsters will do (roll on the monster's Reaction table if this is the case).

Retreating from a fight: Possible only if there is a door to be closed/blocked between party and monsters. Monster get one last attack but your characters defend at +1.

Morale procedure: When minions lose more than half their number, or a boss loses more than half its life points, roll d6. 1-3 monsters flee, 4-6 monsters fight.

Room Contents Table (2d6)	
2	**Treasure found**: roll on the Treasure table.
3	**Treasure protected by a trap**. Roll on the Traps table and on the Treasure table.
4	If corridor, empty. Otherwise, roll on the **Special Events** table.
5	Empty, but roll on the **Special Feature** table.
6	Roll on the **Vermin** table.
7	Roll on the **Minions** table
8	If corridor, empty. Otherwise, roll on the **Minions** table.
9	Empty.
10	If corridor, empty. Otherwise, roll on **Weird Monsters** table.
11	Roll on the **Boss** table. Then roll d6. Add +1 for every boss or weird monster that you have encountered so far in the game. if your total is 6+, or if the dungeon layout is complete, this is the final boss.
12	Empty if corridor. Otherwise, the room is a **small dragon's lair** (see the Boss table for dragon rules). The small dragon counts as a boss and may be the final boss.

Special Feature Table (d6)	
1	**Fountain**: All wounded characters recover 1 Life the first time they encounter a fountain in an adventure. Further fountains have no effect.
2	**Blessed Temple**: A character of your choice gains a +1 on Attack against undead monsters or demons. As soon as the character kills at least one undead or demon, the bonus is gone.
3	**Armory**: All characters can change their weapons if they want, within the limits of the weapons allowed to their character type. For example, a Warrior who was using a sword and shield may discard his shield and take a two-handed weapon, or exchange his sword for a mace.
4	**Cursed Altar**: As you enter the room, an eerie glow emanates from a sinister altar. A random character is cursed and has now -1 on his Defense rolls. To break the curse, the character must either slay a boss monster alone, or enter a Blessed Temple (see 2, above), or have a Blessing spell cast on himself by a cleric.
5	**Statue**: you may leave the statue alone or touch it. If you touch it, roll d6. On a 1–3, the statue awakens and attacks your party (level 4 boss with 6 life points, immune to all spells; if you defeat it, you find 3d6 x 10 gold pieces inside). On a 4-6, the statue breaks, and you find 3d6 x 10 gold pieces inside.
6	**Puzzle Room**: the room contains a puzzle box. Its level is d6. You may leave it alone or try to solve it. For every failed attempt, the character trying to solve it loses 1 life. Wizards and rogues add their level to their puzzle-solving roll. If the puzzle is solved, the box opens: make a Treasure roll to determine its contents.

Traps Table (d6)	
1	A dart (level 2) attacks a random character.
2	Poison gas (level 3) attacks all the characters.
3	A trapdoor (level 4) opens under the feet of the character leading the marching order.
4	Bear trap (level 4) hitting the character leading the marching order.
5	Spears coming out from a wall (level 5) attack two random characters.
6	A giant stone block (level 5) falls on the last character in the marching order.

Special Events Table (d6)	
1	**A ghost** passes through the party. All characters must save versus level 4 fear or lose 1 life. A cleric adds his level to this roll.
2	**Wandering monsters** attack the party. Roll d6: 1-3 roll on the vermin table, 4 roll on the minions table, 5 roll on the weird monsters table, 6 roll on the boss table. Reroll any small dragons. A boss monster met as a wandering monster has no chance of being the final boss.
3	**A lady in white** appears and asks you to complete a quest. If you accept, roll on the Quest table. If you refuse, she disappears. Ignore any further appearances of the Lady in White in the game.
4	**Trap!** Roll on the traps table.
5	You meet a **wandering healer**. He will heal your party at the cost of 10 gold pieces per life healed. You may heal as many life points as you can afford. You can meet the healer only once per game. If you meet him again, reroll this result.
6	You meet a **wandering alchemist**. He will sell you up to one potion of healing per party member (50 gp each) or a single dose of blade poison (30 gp). The potion of healing will heal all lost life points to a single character, and can be swallowed at any moment during the game as a free action. The blade poison lets you envenom a single arrow or slashing weapon (not a crushing weapon). That weapon will have a +1 on Attack against the first enemy you fight. Poison will not work on undead monsters, demons, blobs, automatons, or living statues. You can meet a wandering alchemist only once per game. If you meet him again, treat this result as a trap.

Treasure Table (d6)	
0 or less	No treasure found
1	d6 gold pieces
2	2d6 gold pieces
3	A scroll with a random spell
4	One gem worth 2d6 x 5 gold pieces
5	One item of jewelry worth 3d6 x 10 gold pieces
6 or more	One random magic item from the Magic Treasure table below.

Magic Treasure Table (d6)	
1	**Wand of Sleep.** Allows to cast Sleep 3 times before it is depleted. Only wizards and elves may use it. Add the user's level to the spell roll.
2	**Ring of Teleportation.** Allows user to automatically pass a Defense roll by moving that character out of the room. That character may not take part in the current combat, but rejoins the party as soon as the combat is over. After one use, the ring loses its powers and becomes a simple golden ring worth 1d6+1 gold pieces.
3	**Fools Gold**. These magical (but fake) gold pieces will let the user automatically bribe the next monster that asks for a bribe. No matter what the monster asks, the gold will appear enough to satisfy his greed. This is a one-use magic item.
4	**Magic Weapon**. Gives +1 to its user's Attack rolls. This is a permanent magic item. Roll d6 to determine its type: 1 crushing light hand weapon, 2 slashing light hand weapon, 3 crushing hand weapon, 4-5 slashing hand weapon, 6 bow.
5	**Potion of Healing.** Can be swallowed at any moment, healing all lost life to a single character. This does not require an action. This is a one-use magic item, usable by all classes except barbarians.
6	**Fireball Staff**: Allows to cast Fireball spell twice, then its powers are depleted. Only wizards may use it. Add the user's level to the spell roll.

Vermin Table (d6)	
1	**3d6 rats** Level 1, no treasure. Any character wounded has a 1 in 6 chance of losing 1 additional life due to an infected wound. Reactions (d6): 1–3 flee, 4–6 fight
2	**3d6 vampire bats**, level 1, no treasure. Spells are cast at -1 due to their distracting shrieking. Reactions (d6): 1–3 flee, 4–6 fight
3	**2d6 goblin swarmlings**, level 3, treasure -1, morale -1. Reactions (d6): 1 flee, 2-3 flee if outnumbered, 4 bribe (5 gp x goblin), 5–6 fight.
4	**D6 giant centipedes**, level 3, no treasure. Any character wounded by a giant centipede must save versus level 2 poison or lose 1 additional life. Reactions (d6): 1 flee, 2-3 flee if outnumbered, 4-6 fight.
5	**D6 vampire frogs**, level 4, treasure -1. Reactions (d6): 1 flee, 2-4 fight, 5-6 fight to the death
6	**2d6 skeletal rats**, level 3 undead, no treasure. Crushing weapon attacks are at +1 against skeletal rats, but they cannot be attacked by bows and slings. Reactions (d6): 1-2 flee, 3-6 fight

Minions Table (d6)	
1	**D6+2 skeletons or d6 zombies (50% chance of each)**. Level 3 undead. No treasure. Crushing weapons attack Skeletons at +1. Arrows are at -1 against both skeletons and zombies. Skeletons and zombies never test morale. Reactions: always fight to the death.
2	**d6+3 goblins**. Level 3, treasure -1. Goblins have a 1 in 6 chance of gaining surprise, thus acting before the party. If they do act before the party, roll d6 on their reactions table below. Reactions (d6): 1 flee if outnumbered, 2-3 bribe (5 gp per goblin), 4–6 fight.
3	**d6 hobgoblins**. Level 4, Treasure +1. Reactions (d6): 1 flee if outnumbered, 2–3 bribe (10 gp per hobgoblin), 4–5 fight, 6 fight to the death.
4	**D6+1 orcs**. Level 4, Treasure: Normal. Orcs are afraid of magic and must test morale each time one or more is killed by a spell. If a spell caused their number to drop below 50%, they will test morale at -1. They never have magic items in their treasure: treat any rolled magic as d6 x d6 gold pieces instead. Reactions (d6): 1-2 bribe (10 gp per orc), 3–5 fight, 6 fight to the death.
5	**d3 trolls**. Level 5, Treasure: normal. Trolls regenerate, unless killed by a spell, or unless a character uses one attack to chop an already killed troll to bits. If this does not happen, roll a die for every killed troll on its next turn. On a 5 or 6, the troll will come back to life and continue to fight. Reactions (d6): 1–2 fight, 3–6 fight to the death. If a dwarf is present in the party, trolls will automatically fight to the death.
6	**2d6 Fungi Folk.** Level 3, Treasure: normal. Any character taking damage from the fungi folk must save versus level 3 poison or lose 1 life. Halflings add their level on this save. Reactions (d6): 1-2 ask for bribe (d6 gp per fungus), 3–6 fight.

Random Spell Table (d6)
1 Blessing
2 Fireball
3 Lightning bolt
4 Sleep
5 Escape
6 Protect

Hidden Treasure Complication (d6)	
1–2	An alarm goes off, attracting wandering monsters to the room!
3–5	The gold is protected by a trap. The trap's level is equal to the number you rolled on this table (3, 4, or 5). A rogue may try to disarm the trap. If you have no rogue, the trap attacks a random adventurer, inflicting 1 wound if he fails to save, and 2 wounds if he rolls a 1.
6	A ghost (level d3+1) protects the gold. A cleric may try to ban the ghost (roll d6 plus the cleric's level; the ghost is destroyed if the cleric rolls a number equal to the ghost's level or better). If there is no cleric in the party, or if the cleric fails to ban the ghost, all characters lose 1 life, and then the ghost disappears.

Boss Table (d6)	
1	**Mummy**. Level 5 undead, 4 life points, 2 attacks, treasure +2. Any character killed by a mummy becomes another mummy and must be fought by the party. Mummies are attacked at +2 by the Fireball spell. Mummies never test morale. Reactions: always fight.
2	**Orc Brute**. Level 5, 5 life points, 2 attacks, treasure +1 but may not have any magic items, treat as 2d6 x d6 gold pieces instead. Reactions (d6): 1 bribe (50 gp), 2–5 fight, 6 fight to the death.
3	**Ogre**. Level 5, 6 life points, normal treasure. Each hit from an ogre inflicts 2 life points of damage. Reactions (d6): 1 bribe (30 gp), 2–3 fight, 4–6 fight to the death.
4	**Medusa**. Level 4, 4 life points, treasure +1. All characters at the beginning of the battle must save versus a level 4 gaze attack or be turned to stone. Petrified characters are out of the game until a Blessing spell is cast on them. Rogues add half their level to this save. Reactions (d6): 1 bribe (6d6 gp), 2 quest, 3–5 fight, 6 fight to the death.
5	**Chaos Lord**. Level 6, 4 life, 3 attacks, 2 treasure rolls at +1. Before the fight begins, roll d6 to determine if the Chaos Lord has any special powers: 1–3 no powers, 4 evil eye (characters must roll 4+ or be at -1 on all defense rolls until the chaos lord is slain), 5 energy drain (any character taking a wound from the chaos lord must roll 4+ or lose 1 level), 6 hellfire blast (before combat, all character must roll 6+ or lose 2 life points; Clerics add ½ level to this roll). When you kill a chaos lord, roll a die; on a 5 or 6 a character of your choice finds a Clue (see p. 55) Reactions (d6): 1 flee if outnumbered, 2 fight, 3–6 fight to the death.
6	**Small Dragon**. Level 6, 5 life points, 2 attacks, 3 treasure rolls at +1. On each turn of the dragon, roll d6, on a 1 or 2 the dragon breathes fire, inflicting 1 life to all characters who fail to save versus level 6 dragon breath (each character adds ½ level, rounded down). If the dragon does not breathe, he bites 2 random characters. Small dragons are never met as random monsters. Reactions (d6): 1 Sleeping (all characters can attack at +2 on their first attack), 2–3 bribe (all the gold of the party, with a minimum of 100 gold or one magic item), 4–5 fight, 6 quest.

Weird Monsters Table (d6)	
1	**Minotaur**. Level 5, 4 life points, 2 attacks, normal treasure. Due to the power of his bull-rush charge, the first Defense roll against a minotaur is at -1. Minotaurs hate halflings. Reactions (d6): 1-2 bribe (60 gp), 3–4 fight, 6 fight to the death.
2	**Iron Eater**. Level 3, 4 life, 3 attacks, no treasure. Defense rolls against the iron eater do not enjoy bonus from heavy armor (shield and light armor count). If the monster hits, the character takes no damage but loses his armor, shield, main weapon, or 3d6 gp, in this order. Reactions (d6): 1 flee, 2-3 bribe (d6 gp to distract the creature; you may not fool the creature with fools gold), 4-6 fight.
3	**Chimera**. Level 5, 6 life points, 3 attacks, normal treasure. On every of the chimera's turns, roll d6. On a 1 or 2 the chimera breathes fire instead of performing its multiple attacks. All characters must save versus level 4 fire or lose 1 life. Reactions (d6): 1 bribe (50 gp), 2–6 fight.
4	**Catoblepas**. Level 4, 4 life points, treasure +1. All characters at the beginning of the battle must save versus a level 4 gaze attack or lose 1 life. Reactions (d6): 1 flee, 2-6 fight
5	**Giant Spider**. Level 5, 3 life, 2 attacks, 2 treasure rolls. Characters taking a wound must save versus level 3 poison or lose an additional life. Due to the spider's webbing, the party may not withdraw from this fight unless they cast a Fireball spell to burn the webs. Reactions: always fight.
6	**Invisible Gremlins**. A band of gremlins steal d6+3 objects from the party. You must surrender objects from any of your characters in this order of preference: magic items, scrolls, potions, weapons, gems, coins (in bundles of 10 gp each). If the gremlins steal ALL of your equipment, they will leave a thank you message that counts as a clue. The gremlins have no combat stats because it is impossible to fight them. Encountering them gives no XP roll

Quest Table (d6)	
1	**Bring me his head!** The creature asks the party to kill a boss monster. Roll on the boss table to determine who. The next time the party meets a boss in a room, instead of rolling it up, you may use the boss from the quest. Killing the boss and bringing its head to the creature's room completes the quest.
2	**Bring me Gold!** To complete the quest, the party must bring d6 x 50 worth of treasure to this room. If they already have that amount available, the amount required to complete the quest is doubled.
3	**I want him alive!** As 1, above, but the party must subdue the boss, tie him up with a rope, and take him to the creature's room to complete the quest. To subdue a monster, you must either use the Sleep spell or fight with -1 on all Attack rolls (striking with the flat of the blade or trying to knock out the boss instead of killing him).
4	**Bring me that!** Roll on the magic items table to determine what the object is. Every time the party kills a boss, there is a 1 in 6 chance that he will have that object in addition to his treasure, if any. To complete the quest, the party must bring the object in the room where the quest started.
5	**Let peace be your way!** To complete the quest, the party must complete at least three encounters in the adventure in a non violent way. This includes reactions such as bribing, getting help from monsters, performing another quest (not this one!), or defeating a monster with the Sleep spell and then tying him up with a rope.
6	**Slay all the monsters!** To complete the quest, all the dungeon rooms must be laid out and all the occupants slain, with the exception of the creature who sent the party on this quest. As soon as these conditions are met, the party can claim their reward.

Epic Rewards table (d6)	
1	**The Book of Skalitos.** The party is given the spell book that belonged to the legendary wizard Skalitos. This counts as one scroll of each of the six spells. You may tear up the pages and distribute the six spells among the party to use as scrolls, or leave the book as it is and assign it to only one character. The book is old and fragile, and it is destroyed if the character carrying it is killed by dragon breath. If unused, the book may be sold for 650 gold pieces at the end of the adventure.
2	**The Gold of Kerrak Dar!** The party is given the location of the treasure that belonged to a dwarf. As soon as the party searches a room and generates at least one clue, they may use that clue to find a hidden chest containing 500 gold pieces.
3	**Enchanted weapon.** One of the party's weapons is enchanted and can now roll two dice for its Attack rolls, choosing the best result. The weapon can also hit monsters who are hit only by magic. The enchantment lasts until the end of the adventure.
4	**Shield of Warning**. One of the party's shields is now enchanted and counts as protection even if the user is surprised by wandering monsters or if the party is fleeing from a combat. If the party has no shields, they will be given one. The shield of warning is permanent, and will last throughout a campaign. It can be sold for 200 gold pieces.
5	**Arrow of slaying**. The party is given an arrow that will automatically inflict 3 wounds on a specific monster. Roll on the Boss table to determine which monster is affected by the arrow. The arrow may be used only by a character with a bow. It strikes automatically against its designed monster target. Once used, the arrow breaks. If unused, an arrow of slaying may be sold for 3d6 x 15 gold pieces.
6	**Holy symbol of healing**. The party is given a holy symbol that may be used only by a cleric. The cleric will make all healing rolls at +2 until he dies. When the cleric dies, the holy symbol can be bought to the cleric's church. If the symbol and the body of the slain cleric are delivered to the church, an attempt to resurrect that cleric will be paid by the church. If unused, the holy symbol can be sold for 700 gold pieces.

Hatred Summary Table
Clerics add +L when attacking undead.
Elves add +1 when attacking or casting spells against orcs (any monster with the word "Orc" or "Orcling" in its name).
Dwarves add +1 to attacks against goblins (any monster with the word "goblin" in their name, but NOT hobgoblins). Dwarves add +1 on their Defense rolls against giants, trolls, and ogres.
Halflings add +1 to their Defense rolls against giants, trolls, and ogres. Halflings may NOT use their Luck ability against minotaurs.
Trolls hate dwarves and will automatically fight to the death if a dwarf is in the party. Dwarves add +1 on their Defense rolls against them.
Minotaurs love to eat halflings. Halflings may not use their Luck ability against minotaurs.